Use case	Start a heads-up game against one opponent
Use case ID	1
Actors	User, opponent
Preconditions	The poker program is open in the main menu
Main Success Scenario	1. The user sets “Number. of players” to 2. 2. User accepts default settings by clicking “Start Game” 3. The user continues by clicking “enter” 4. The player is now in the tableview and the players are seated. 5. Positions are set 6. Stack sizes are set
Frequency of Use	Every time the user wants to play a game against one other player
Extensions	2a. The user wants to edit the settings i) User enters a negative startstack - The system tells the user that the start stack must be a positive integer, and tells the user to re-enter the value ii) The user enters an invalid BB - The system displays the appropriate error message and tells the user to re-enter the value iii) The user enters a negative blind-level duration - The system displays an error message telling the user to re-enter a positive value.
Postconditions	- The game was initialized - The player was ready to start playing

Use case	Play a hand against one/multiple AIs
Use case ID	2
Actors	User, System-AIs
Preconditions	The game has been started The dealer button has been assigned to a player 2 or more players have chips left
Main Success Scenario	1. The blinds are automatically posted. 2. Each player on the table is dealt a hand of two cards 3. The user can see his own cards, but not his opponent's cards 4. A betting round starts 5. The player in the SB position makes a decision (fold, check, raise). 6. The player in the BB position acts accordingly 7. Other remaining players act accordingly 8. Loop steps 5, 6 and 7 until the players have agreed to an amount. 9. A flop consisting of three cards is displayed, these are visible to all players (community cards) 10. Do step 8 again 11. The next community card, the turn, is displayed on the table. 12. Do step 8 again 13. The last card on the table, the river, is displayed 14. Do step 8 again 15. The players show their cards 16. The winner is determined 17. The winner is awarded the total pot on the table 18. The dealer button is shifted clockwise one position
Frequency of Use	As long as there are players left in the game
Extensions	1a. One of the players does not have enough chips to post their blind. - The player is all in and can only win the same amount that he put up, from the other players. 5, 6,7a. There is only one remaining player - The player is awarded the pot without showing his cards 16a. The players have equal strength hands - The pot is split and each player is awarded half the pot. A draw-message is displayed.
Postconditions	The stack size of each player in the hand was updated

Use case	A game with only two remaining players come to an end.
Use case ID	3
Actors	User, System-AI
Preconditions	The game has been started There are only two players in the game
Main Success Scenario	1. A hand is played 2. Player one moves all in 3. Player two calls 4. The player with the least amount of chips ends up losing the hand 5. A message is displayed telling the user that he has won/lost.
Frequency of Use	At the end of each game
Extensions	4a. The player with least chips wins the hand - The game continues until point 4 occurs
Postconditions	One of the players won the game

Use case	Start a game against several AIs
Use case ID	4
Actors	User, System-AI
Preconditions	The poker program has opened the main menu
Main Success Scenario	1. The user writes in a nickname 2. The user sets “Number. of players” to 6. 3. The user continues by clicking “enter” 4. User accepts default settings by clicking “Start Game” 5. The player is now in the tableview and the players are seated. 6. Positions are set 7. Stack sizes are set

Frequency of Use	Every time the user wants to play a game against multiple AIs
Extensions	2a. The user wants to play against a different number of AIs - The user sets “Number of players” to either 3,4 or 5. 4a. The user wants to edit the settings i) User enters a negative startstack - The system tells the user that the start stack must be a positive integer, and tells the user to re-enter the value ii) The user enters an invalid BB - The system displays the appropriate error message and tells the user to re-enter the value iii). The user enters a negative blind-level duration - The system displays an error message telling the user to re-enter a positive value.
Postconditions	- The game was initialized - The player was ready to start playing

Use case	Create a network game
Use case ID	5
Actors	User, server
Preconditions	The User has started a server The poker program is showing its main menu
Main Success Scenario	1. User selects multiplayer on the main screen 2. User enters his name 3. User enters the IP of the server running (or leaves it blank if server is localhost) 4. System takes user to Lobby Screen and downloads all current tables on server 5. User clicks the Make lobby button in the right hand menu and a table with default settings is created 6. User waits for people to join 7. User clicks start game and AIs are initialized for the available seats 8. System provides user with game screen
Frequency of Use	Every time the user wants to play a game against other

	players
Extensions	2a. User leaves name field blank - System prompts user with error and requires a name 3a. User enters an invalid IP-address - System prompts user with an error telling user that the IP is invalid 3b. No server is running on the provided IP-address - Client tries to connect to provided IP 10 times with a delay of 1 second each try. If no connection is established, client is provided with error and shuts down. 5a. Too many tables have already been created - User has to wait for other tables to start or join another table 7a. Table is full - No AIs are created
Postconditions	A game was started against other network clients and/or AI clients.

Use case	Join a network game
Use case ID	6
Actors	User, Server
Preconditions	A server is running The poker program has opened the main menu
Main Success Scenario	1. User selects multiplayer on the main screen 2. User enters his name 3. User enters the IP of the server he wants to connect to (or leaves it blank for localhost) 4. System download all tables from server 5. User finds the table he wants to join and clicks info 6. User clicks “Take a seat” 7. User waits for host to start the game
Frequency of Use	Every time a user wants to join a network game
Extensions	2a. User leaves name field blank - System prompts user with error and requires a name

	3a. User enters an invalid IP-address - System prompts user with an error telling user that the IP is invalid 3b. No server is running on the provided IP-address - Client tries to connect to provided IP 10 times with a delay of 1 second each try. If no connection is established, client is provided with error and shuts down. 6a. The table is full - User is prompted with an error telling him that the table is full
Postconditions	A game was started against other network clients and possibly AI clients.