

Use case	Start a heads-up game against AI
Use case ID	1
Actors	User, System-AI
Preconditions	The poker program is open in the main menu
Main Success Scenario	<ol style="list-style-type: none"> 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 the computer
Extensions	<p>2a. The user wants to edit the settings</p> <ol style="list-style-type: none"> i) User enters a negative startstack <ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - The system displays an error message telling the user to re-enter a positive value.
Postconditions	<ul style="list-style-type: none"> - 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	<ol style="list-style-type: none"> 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	<p>1a. One of the players does not have enough chips to post their blind.</p> <ul style="list-style-type: none"> - The player is all in and can only win the same amount that he put up, from the other players. <p>5, 6,7a. There is only one remaining player</p> <ul style="list-style-type: none"> - The player is awarded the pot without showing his cards <p>16a. The players have equal strength hands</p> <ul style="list-style-type: none"> - 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	<ol style="list-style-type: none"> 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 is open in the main menu
Main Success Scenario	<ol style="list-style-type: none"> 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	<p>2a. The user wants to play against a different number of AIs</p> <ul style="list-style-type: none"> - The user sets "Number of players" to either 3,4 or 5. <p>4a. The user wants to edit the settings</p> <p>i) User enters a negative startstack</p> <ul style="list-style-type: none"> - The system tells the user that the start stack must be a positive integer, and tells the user to re-enter the value <p>ii) The user enters an invalid BB</p> <ul style="list-style-type: none"> - The system displays the appropriate error message and tells the user to re-enter the value <p>iii). The user enters a negative blind-level duration</p> <ul style="list-style-type: none"> - The system displays an error message telling the user to re-enter a positive value.
Postconditions	<ul style="list-style-type: none"> - The game was initialized - The player was ready to start playing