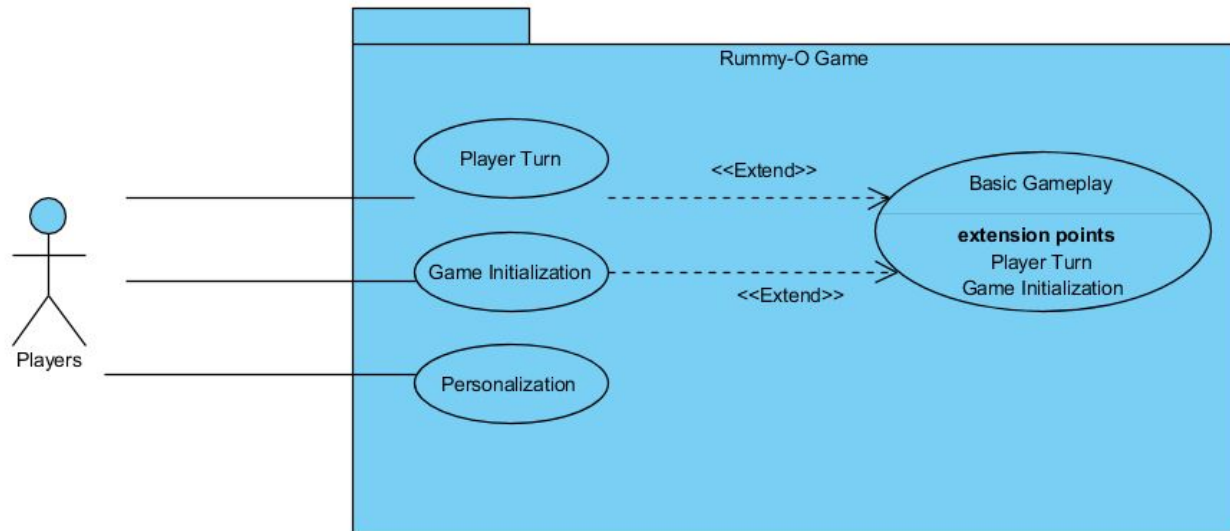# Rummy-O Game
Use-Case: Basic Gameplay

1 Brief Description

This use case describes the basic gameplay experience for all the players in the same game. It shows how the game transitions and changes before and after each turn.

2 Actors
2.1 Players
2.2 Game

3 Preconditions

All the players are connected to the game.

The players have already chosen their in-game names.

4 Basic Flow of Events

1. The user case begins when all the players connect to the game.
2. The deck of tiles is created.
3. The deck of tiles is shuffled.
4. Each player is given a tile from the shuffled deck.
5. The player with the lowest tile is given the first turn and the turns continue in clockwise direction from the first player
6. The tiles are returned and the deck is shuffled.
7. Each player then selects 14 tiles each from the deck.
8. A player is given a 90 second turn which ends after the timer ends or they end their turn.

9. The players play in turns, until the win condition is met.
10. If a player meets the win condition the game is ended.
11. The use case ends successfully.

5 Alternative Flow

5.1 Any player quits or loses connection

If at any point from step 1 to step 9 during the game all the players disconnect from the game, then
1. End game

6 Post Conditions

6.1 Successful Completion

The game ends after the winning condition is met by a player, deciding the winner of the game.

6.2 Failure Condition

The game ends prematurely before deciding the winner of the game.