**Use Case UC1: Shuffle**

**Scope**: Dealer

**Level**: Deck

**Primary Actor**: Dealer

**Stakeholders and Interests**: - Players: Want to see different cards each time the game is started.

**Preconditions:** - Player starts the game.

**Success Guarantee (or Postconditions):** - Cards are randomized for each game.

**Main Success Scenario (or Basic Flow):**

1. The simulated deck of 52 cards is put into a random order

**Extensions (or Alternative Flows):** - N/A

**Special Requirements** - N/A

**Technology and Data Variations List** - N/A

**Frequency of Occurrence:** - Once, at the beginning of the game.

**Open Issues:** - N/A

**Use Case UC2: Deal**

**Scope**: Game

**Level**:

**Primary Actor**: Dealer

**Stakeholders and Interests**: - Dealer: Needs Player to select and memorize card.

**Preconditions:** - Cards need to be dealt by Dealer so that user may see them in order to select one.

**Success Guarantee (or Postconditions):** - Player has one of the cards selected and memorized.

**Main Success Scenario (or Basic Flow):** 1. Player is asked to think of and memorize one of the cards that have been dealt.

**Extensions (or Alternative Flows):** 1. Player may be asked to make sure they’ve memorized the card.

**Special Requirements** - N/A

**Technology and Data Variations List** - N/A

**Frequency of Occurrence:** - Once, at the beginning of the game.

**Open Issues:** - N/A

**Use Case UC3: Slap**

**Scope**: Game

**Level**:

**Primary Actor**: Dealer

**Stakeholders and Interests**: - Dealer: Needs Player to select and memorize card.

**Preconditions:** - Cards need to be dealt by Dealer so that user may see them in order to select one.

**Success Guarantee (or Postconditions):** - Player has one of the cards selected and memorized.

**Main Success Scenario (or Basic Flow):** 1. Player is asked to think of and memorize one of the cards that have been dealt.

**Extensions (or Alternative Flows):** 1. Player may be asked to make sure they’ve memorized the card.

**Special Requirements** - N/A

**Technology and Data Variations List** - N/A

**Frequency of Occurrence:** - Once, at the beginning of the game.

**Open Issues:** - N/A

**Use Case UC4: Pick up stack**

**Scope**: Game

**Level**:

**Primary Actor**: Dealer

**Stakeholders and Interests**: - Dealer: Needs Player to select and memorize card.

**Preconditions:** - Cards need to be dealt by Dealer so that user may see them in order to select one.

**Success Guarantee (or Postconditions):** - Player has one of the cards selected and memorized.

**Main Success Scenario (or Basic Flow):** 1. Player is asked to think of and memorize one of the cards that have been dealt.

**Extensions (or Alternative Flows):** 1. Player may be asked to make sure they’ve memorized the card.

**Special Requirements** - N/A

**Technology and Data Variations List** - N/A

**Frequency of Occurrence:** - Once, at the beginning of the game.

**Open Issues:** - N/A

**Use Case UC5: Give up card**

**Scope**: Game

**Level**:

**Primary Actor**: Dealer

**Stakeholders and Interests**: - Dealer: Needs Player to select and memorize card.

**Preconditions:** - Cards need to be dealt by Dealer so that user may see them in order to select one.

**Success Guarantee (or Postconditions):** - Player has one of the cards selected and memorized.

**Main Success Scenario (or Basic Flow):** 1. Player is asked to think of and memorize one of the cards that have been dealt.

**Extensions (or Alternative Flows):** 1. Player may be asked to make sure they’ve memorized the card.

**Special Requirements** - N/A

**Technology and Data Variations List** - N/A

**Frequency of Occurrence:** - Once, at the beginning of the game.

**Open Issues:** - N/A

**Use Case UC6: Play card**

**Scope**: Game

**Level**:

**Primary Actor**: Dealer

**Stakeholders and Interests**: - Dealer: Needs Player to select and memorize card.

**Preconditions:** - Cards need to be dealt by Dealer so that user may see them in order to select one.

**Success Guarantee (or Postconditions):** - Player has one of the cards selected and memorized.

**Main Success Scenario (or Basic Flow):** 1. Player is asked to think of and memorize one of the cards that have been dealt.

**Extensions (or Alternative Flows):** 1. Player may be asked to make sure they’ve memorized the card.

**Special Requirements** - N/A

**Technology and Data Variations List** - N/A

**Frequency of Occurrence:** - Once, at the beginning of the game.

**Open Issues:** - N/A