**Use Case UC1: Shuffle**

**Scope**: Deck

**Level**: Deck

**Primary Actor**: Deck

**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**: Deck

**Primary Actor**: Deck

**Stakeholders and Interests**: - Player: Needs to see that there is a deck dealt to them and see the number of cards currently in their hand.

**Preconditions:** - Cards are shuffled

**Success Guarantee (or Postconditions):** - Player visually sees their hand and the number of cards currently in their hand. The number of cards depends on the number of players in the game.

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

1. Cards are dealt one at a time to each player.
2. The card is added to their hands face-down.

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

**Special Requirements** - User should not be able to see what they have. They will see what they played after placing the card in the slap jack pile.

**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**: Game

**Primary Actor**: Player

**Stakeholders and Interests**: - Player: The progress of the game is stopped while the player “slaps” the card stack.

**Preconditions:** - At least one card needs to have been played into the card stack.

**Success Guarantee (or Postconditions):** - Game play is paused. If the player slapped a “Jack” then they get the cards in the stack.

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

1. Player slaps the card.
2. The card is evaluated to see if it is a Jack
3. If it is a Jack the player gets the cards in the stack. See UC4: Pick up stack.

**Extensions (or Alternative Flows):**

3a. If it is not a Jack the player must give up a card to the last player to play a card. See UC5: Give up card.

**Special Requirements** - If player has 0 cards, they can only attempt to slap back in once. If it is successful they can continue playing the game, if unsuccessful they loose and can no longer slap in.

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

**Frequency of Occurrence:** - Any time during the game

**Open Issues:** - N/A

**Use Case UC4: Pick up stack**

**Scope**: Game

**Level**: Player

**Primary Actor**: Player

**Stakeholders and Interests**: Player: must pick up card stack if they win the slap.

**Preconditions:** Cards need to be shuffled (UC1) and dealt by deck (UC2) so that player can play the cards. Player must have played a card (UC6). Player must slap a Jack (UC3) before the other players in order to pick up stack.

**Success Guarantee (or Postconditions):** N/A

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

1. Card stack is removed from the board and placed at the bottom of the player’s hand.

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

**Special Requirements** - Player must slap Jack during game play.

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

**Frequency of Occurrence:** Each time a player successfully slaps a Jack.

**Open Issues:** - N/A

**Use Case UC5: Give up card**

**Scope**: Game

**Level**: Player

**Primary Actor**: Player

**Stakeholders and Interests**: Player: Must give card to other player if they slap on anything besides a Jack.

**Preconditions:** Cards need to be dealt (UC1 and UC2) by deck and played by players (UC6). A player needs to have slapped (UC3) and been incorrect.

**Success Guarantee (or Postconditions):** The total number of cards is decreased by one for the player’s hand.

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

1. Board indicates that the slap was incorrect.
2. A single card is removed from the player’s hand and given to the last player to play a card.
3. The player who lost their card will show a decrease of 1 in their hand value.
4. The player who gained the card will show an increase of 1 in their hand value.

**Extensions (or Alternative Flows):**

1. Player may be warned prior to game play.

**Special Requirements** - N/A

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

**Frequency of Occurrence:** Each time a player slaps on the wrong card.

**Open Issues:** N/A

**Use Case UC6: Play card**

**Scope**: Game

**Level**: Player

**Primary Actor**: Player

**Stakeholders and Interests**: Player: Needs to play cards in order for game to progress.

**Preconditions:** Cards need to be dealt by deck (UC1 and UC2) in order for the player to have cards to play.

**Success Guarantee (or Postconditions):** - Card is removed from player’s hand and placed face-up in the card stack.

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

1. A player plays one card to the center of the board into the card stack.
2. The number of cards in the player’s hand is decreased by one.
3. The round ends and the next player can play a card (UC6).

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

3a. If a Jack is played, then a player may slap. See UC3.

**Special Requirements** - N/A

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

**Frequency of Occurrence:** Each round until the game ends (UC7).

**Open Issues:** - N/A

**Use Case UC7: Win/Finish Game**

**Scope**: Game

**Level**: Player

**Primary Actor**: Player

**Stakeholders and Interests**: Player: Game comes to an end because a player has all 52 cards.

**Preconditions:** Cards need to be shuffled and dealt by deck (UC1 and UC2) in order for the player to have cards to play. All players must have played their cards (UC6), and have gained back cards by slapping the card pile (UC3).

**Success Guarantee (or Postconditions):** - Game ends and player who has all 52 cards is declared the winner.

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

1. Player has all 52 cards in their possession, all other players have 0 cards.
2. Player’s can no longer slap back into the game.
3. All rounds end and the player with 52 cards is declared the winner.
4. Game ends and player(s) can choose if they want to play the game again.

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

**Special Requirements** - N/A

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

**Frequency of Occurrence:** Once per game

**Open Issues:** - N/A