**Use Case ID:** 1

**Use Case Name**: Add and Withdraw Funds

**Relevant Requirements:** Account module requirements

**Primary Actors:**

**Pre-Conditions:** Money has not been withdrawn or added

**Post Conditions:** Money has been withdrawn or added

**Basic Flow or Main Scenario:**

1. User logs in, clicks the withdraw or add account button
2. Specifies the amount in the text field
3. Clicks the withdraw/add funds button
4. The system processes the request and the user withdraws or adds

**Extensions or Alternative Flow:** User logs in, clicks the withdraw or add account button, specifies the amount in the text field, and clicks the button. The system processes the request, the user doesn’t have enough funds, and the request is denied

**Exceptions:** User changes his mind and exits before withdrawing or adding

**Related Use Cases:**

**Use Case ID:** 2

**Use Case Name**: User initializes game play

**Relevant Requirements:** Player Module, Hand Module

**Primary Actors:** Player

**Pre-Conditions:** The user isn’t in a game

**Post Conditions:** The user is in a game.

**Basic Flow or Main Scenario:**

1. The user logs in,
2. Clicks the play game button
3. A game is initiated for the players

**Extensions or Alternative Flow:** The user logs in, clicks the play game button. No game is found, and they are kicked off the server.

**Exceptions:** The player can’t play the game if he has no funds.

**Related Use Cases:**

**Use Case ID:** 3

**Use Case Name**: Hit during turn

**Relevant Requirements:** Dealer module, Game module

**Primary Actors:** Play

**Pre-Conditions:** Player has x cards

**Post Conditions:** Player has x+1 cards

**Basic Flow or Main Scenario:**

1. The user asks for a card

2. The dealer gives him a card

3. The player card value is under 21.

**Extensions or Alternative Flow:**

1. The user asks for a card

2. The dealer gives him a card

3. The player has over 21 and busts

**Exceptions:** The player gets exactly 21 and wins

**Related Use Cases:** User initializes game play

**Use Case ID:** 4

**Use Case Name**: Full lobby

**Relevant Requirements:** Server module, Game module, Client module

**Primary Actors:** Players

**Pre-Conditions:** There is already a full lobby and a 7th player joins the game.

**Post Conditions:** A new game will be created for the 7th player.

**Basic Flow or Main Scenario:**

1. 6 players are already in a game

2.7th player logs into play blackjack

3. 7th player gets put in a new game by himself

**Extensions or Alternative Flow:** None.

**Exceptions:** One of the 6 previous players left.

**Related Use Cases:**

**Use Case ID:** 5

**Use Case Name**: Player leaves

**Relevant Requirements:** Player module, Account module

**Primary Actors:** Player

**Pre-Conditions:** Player is in game

**Post Conditions:** Player is not in game

**Basic Flow or Main Scenario:**

1. The player is playing
2. The player quits the game before the game is over

3. The player loses his bet

**Extensions or Alternative Flow:**

1. The player is playing

2. The player quits the game

3. The game results are being displayed already, he either won or lost the money already

**Exceptions:** If the player wages nothing before the game has started, he can quit without any problem

**Related Use Cases:**

User initializes game play

**Use Case ID:** 6

**Use Case Name**: Create Account

**Relevant Requirements:** Account module

**Primary Actors:** Player

**Pre-Conditions:** Player has no account

**Post Conditions:** Player has a registered account

**Basic Flow or Main Scenario:**

1. The user enters username
2. The user creates a password
3. The user gets logged in

**Extensions or Alternative Flow:**

1. The user creates username

2. The user creates a password

3. The user gets logged in

**Exceptions:** The username is already take, account creation failure, the password doesn’t meet requirements

**Related Use Cases:** Login Module

**Use Case ID:** 7

**Use Case Name**: User logs in

**Relevant Requirements:** Account module

**Primary Actors:** Player

**Pre-Conditions:** Player isn’t logged in.

**Post Conditions:** Player is logged in.

**Basic Flow or Main Scenario:**

1. User enters email/username
2. User enters password
3. User is logged in

**Extensions or Alternative Flow:**

1. User enters username
2. User enters wrong password
3. User isn’t logged in

**Exceptions:** If the player doesn’t have an account, he can’t login/play

**Related Use Cases:** Create Account

**Use Case ID:** 8

**Use Case Name**: Player doubles down

**Relevant Requirements:** Player, Dealer, Hand

**Primary Actors:** Player

**Pre-Conditions:** Player has x amount wagered(value between 9-11)

**Post Conditions:** Player has 2x amount wagered

**Basic Flow or Main Scenario:**

1. User has card value should between 9 to 11
2. User requests to double down his bet
3. His bet is doubled down

**Extensions or Alternative Flow:**

1. User has card value not between 9 and 11
2. User requests to double down his bet
3. His bet is not doubled down
4. User’s card amount is higher than 2
5. User requests to double down his bet
6. His bet is not doubled down

**Exceptions:** If the player doesn’t have enough money, they can’t double down

**Related Use Cases:** Hit, Stand

**Use Case ID:** 9

**Use Case Name**: Player stands

**Relevant Requirements:** Player, Dealer, Hand,Game

**Primary Actors:** Player

**Pre-Conditions:** Player has x amount of cards

**Post Conditions:** Player still has x amount of cards

**Basic Flow or Main Scenario:**

1. Player’s turn
2. Player decides to stand
3. Turn goes to next player

**Extensions or Alternative Flow:**

1. Player’s turn

2. Player decides to stand

3. Everyone busts and player wins

**Exceptions:** If the player has over 21, he can’t stand

**Related Use Cases:** Hit, Stand