**Use Case Scenario**

1. **Use case**: Making a Bet while playing a Game
   1. **Brief description**: Allow a player to bet.
2. **Actors**: Primary – Players, secondary – Texas Hold’em system.
3. **Precondition**: it is the player’s turn.
4. **Postcondition**: the amount betted by the user is transferred from his credit to the pot
5. **Flow of Events**:
   1. **Basic Flow**:
      1. The Player bets an amount and sends it to the system.
      2. The system transfers the amount from the players credit to the main pot
      3. The system notifies the player that his bet was accepted.
   2. **Alternate Flows**:
      1. Player Betting Illegal Amount

When a player is trying to bet below the minimum bet the system will prompt a message and will let the player bet again. After a legitimate bet has been made the basic flow will continue.

**Acceptance Test Scenarios**

1. **Good**:
   1. Player place a valid bet: when a player places a valid bet the credit will be transferred from his account to the main pot.
2. **Bad**:
   1. Illegal Bet: a player bets less than the minimum bet. AF Player Betting Illegal Amount will be activated.
3. **Sad**:
   1. Blank bet: a player doesn’t bet anything. AF Player Betting Illegal Amount will be activated.

