**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 and a minimum has been passed to the player
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. **Alternate Flows**:
      1. Check  
         If the player betted 0 it will count as a if he checked.
      2. Check  
         If the player betted -1 it will count as a if he folded.
      3. Player Betting Illegal Amount

When a player is trying to bet below the minimum bet(but more than 0) or more than his credit, 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.

* + 1. A Player Has Betted All His Credit

When a player has betted all his credit he will be in an All-In situation and a side pot will be introduced to the remaining players. The All-In player will keep playing for the main pot while the other players, that haven’t folded yet, will play for the main pot and the side pot. Folding because of a bet made to the side pot results in folding from the main pot as well.

**Acceptance Test Scenarios**

1. **Use case**: Betting
2. **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.
3. **Bad**:
   1. Illegal Bet: a player bets more credit than he’s got. AF Player Betting Illegal Amount will be activated.
4. **Sad**:
   1. Blank bet: a player doesn’t bet anything. AF Player Betting Illegal Amount will be activated.

