**Use Case Scenario**

1. **Use case**: Check while playing a Game
   1. **Brief description**: Allow a player to Check
2. **Actors**: Primary – Players, secondary – Texas Hold’em system.
3. **Precondition**: it is the player’s turn
4. **Postcondition**: the player has checked
5. **Flow of Events**:
   1. **Basic Flow**:
      1. The Player requests to fold check
      2. The system notifies the player that he has checked

**Acceptance Test Scenarios**

1. **Good**:
   1. Player checks: the player requests to check. The game then notifies the player that he has folded.
2. **Bad**:
3. **Sad**:

