**Use Case Scenario**

1. **Use case**: Create Texas Hold’em games.
   1. **Brief description**: Allow a registered user to create Texas Hold’em games.
2. **Actors**: Primary – registered user, secondary – Game center, Texas Hold’em system.
3. **Precondition**:
   1. The user is logged in to the system.
4. **Postcondition**:
   1. A new Texas Hold’em game is created in the Game Center.
5. **Flow of Events**:
   1. **Basic Flow**:
      1. The user calls CreateGame(data)
      2. The system creates the game with the relevant data the user sent
      3. The system returns the game created
   2. **Alternate Flows**:
      1. Invalid game information  
         The user doesn’t fill in the required game information as he is supposed to. The system doesn’t create the game and NULL is returned to the user in 5.1.3. The user can return to the beggining of the basic flow or exit it.

**Acceptance Test Scenarios**

1. **Use case**: Create Texas Hold’em games
2. **Good**:
   1. Create game: The user successfully inserts the required game information. The game is created and the system redirects the user to the game screen.
3. **Bad**:
   1. No space for game: The game center reached the maximum amount of games opened.
4. **Sad**:
   1. Invalid game information: The user doesn’t enter all the required game information fields. AF invalid game information is activated.

**Sequence Diagram**

