**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 selects “Create Game.”
      2. The system displays the game information (all blank other than league. The league is the current league the user is in.)
      3. The user enters the game details.
      4. The user selects “Create”
      5. The Game Center creates a new game and returns it to the system.
      6. The system redirects the user to the game.
   2. **Alternate Flows**:
      1. Invalid game information  
         The user doesn’t fill in the required game information as he is supposed to. The system displays an error message and the user can either retry to create the game (going back to the basic flow at 5.1.3) or go back to the Game Center menu, which would exit the use case.

**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**

