**Use Case Scenario**

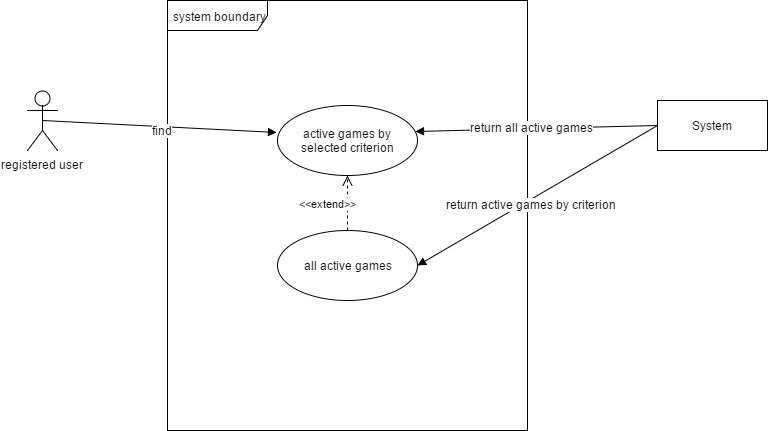
1. **Use case**: User find all active games that he can join.
   1. **Brief description**: Allow the user to find all active games which the user can join.
2. **Actors**: Primary – registered user, secondary – Texas Hold’em system.
3. **Precondition**: The user is logged in.
4. **Postcondition**: The system return all active games that the user can join.
5. **Flow of Events**:
   1. **Basic Flow**:
      1. user select criterion from criteria list: by player name, pot size or game preferences.
      2. The system return all active games that the user can join according to the selected criterion.
   2. **Alternate Flows**:
      1. Enter an invalid input   
         The user enters an invalid input for selected criterion.  
         the system notifies the user that he enters an invalid input,   
         and select for a valid input.
      2. EXIT  
          If the user decided to exit the application, the user disconnect from the system.

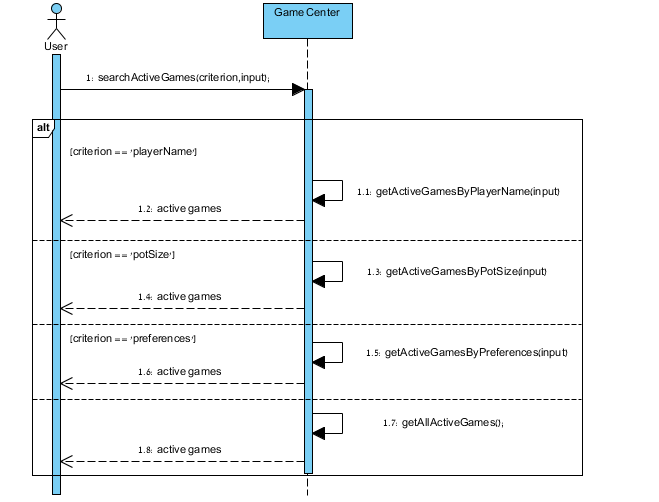
**Acceptance Test Scenarios**

1. **Use case**: User find all active games that he can join.
2. **Good**:
   1. User find all active games that he can join.
   2. User select a search criterion and find all active games according to the selected criterion.
   3. User exit the application: AF EXIT is activated.
3. **Bad**:
   1. User enter an invalid input: AF Enter an invalid input is activated.
4. **Sad**:

4.1 There is no active games to show for the user.

**Use Case Diagram**



**Sequence Diagram**