**Use Case Scenario**

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

**Acceptance Test Scenarios**

1. **Good**:
   1. Player folds: the player requests to fold from the game. The game then takes the player out of the round and notifies the player that he has folded.
2. **Bad**:
3. **Sad**:

