**Use Case Scenario**

1. **Use case**: Texas Hold’em Game Play
   1. **Brief description**: Allow “seated” players to play Poker by the Texas Hold’em rules.
2. **Actors**: Primary – Players, secondary – Game.
3. **Precondition**: There are 2 to N “seated” players in the table also all “seated” players have at least |Big Blind| in their credit.
4. **Postcondition**: The winners of the round get the gambled tokens, equally divided, transferred to their credit
5. **Flow of Events**:
   1. **Basic Flow**:
      1. The Player sitting by the Small Blind token places |Small Blind| tokens in the main pot.
      2. The Player sitting by the Big Blind token places |Big Blind| tokens in the main pot.
      3. The game validates that each blind better placed the right amount.
      4. The game deals 2 cards from the deck to each player.
      5. Each player, aside from the blind betters, chooses whether to bet an amount larger or equal to the Big Blind or to fold.
      6. The Small Blind player decides whether to call/check the bets, raise the bets or to fold.
      7. The Big Blind player decides whether to call/check the bets, raise the bets or to fold.
      8. Steps 5.1.5 to 5.1.8 repeat until all player have called the current bet or folded.
      9. The game deals the flop cards.
      10. Steps 5.1.6 to 5.1.8 are repeated.
      11. The game deals the turn card.
      12. Step 5.1.10 is repeated.
      13. The game deals the river card.
      14. Step 5.1.10 is repeated.
      15. The game determines the winners and split the bets equally between them.
      16. The game stores the logger in the db using Logger Pusher
   2. **Alternate Flows**:
      1. All Players But 1 Folded  
         When the game has reached the point where all players but 1 have folded the game will stop and all the bets will be transferred to the last remaining player.
      2. Removing Player From Round

Under various circumstances the system will remove a player from the round. He will be considered as a player who folded meaning his bets will remain in the main pot. The basic flow will continue.

* + 1. Player Betting Illegal Amount

When a player is trying to bet below the minimum bet or more than his credit, the system will prompt a message and will let the player bet again. After a legitimate bet has been made the basic flow will continue.

* + 1. A Player Has Betted All His Credit

When a player has betted all his credit he will be in an All-In situation and a side pot will be introduced to the remaining players. The All-In player will keep playing for the main pot while the other players, that haven’t folded yet, will play for the main pot and the side pot. Folding because of a bet made to the side pot results in folding from the main pot as well.

**Acceptance Test Scenarios**

1. **Use case**: Texas Holdem Game Play
2. **Good**:
   1. Player wins round by cards: the game reaches the end of the round while 2 or more players are still in the game. The system will determine the winners and the pots will be transferred to them
   2. Player wins round by staying last: at a certain point in the game, only one player is still active, the system will transfer all the pots to that user.
3. **Bad**:
   1. Illegal Bet: a player bets more credit than he’s got. AF Player Betting Illegal Amount will be activated.
   2. Idle user: when the system waits for a player’s bet and he hasn’t responded in X minutes; AF Removing Player from Round will be activated
4. **Sad**:
   1. Blank Bet: a player does not enter an amount when betting. AF Player Betting Illegal Amount will be activated.

**Use Case Diagram**

**\*included in external file**