**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 – Texas Hold’em system.
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 system validates that each blind better placed the right amount.
      4. The System deals 2 cards from the deck to each player.
      5. Each player bets
      6. Step 5.1.5 is repeated until all player have called the current bet or folded.
      7. The system deals the flop cards.
      8. Steps 5.1.5 and 5.1.6 are repeated.
      9. The system deals the turn card.
      10. Step 5.1.8 is repeated.
      11. The system deals the river card.
      12. Step 5.1.8 is repeated.
      13. The system determines the winners and split the bets equally between them.
   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.

**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. 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. Start Game with less than 2 players: when a game is started with less than 2 players an exception will be thrown.