**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 winnings are transferred to the players game credit.
5. **Flow of Events**:
   1. **Basic Flow**:
      1. The player requests to join the game with an amount to enter as his credit
      2. The system adds the player to the game.
      3. The system sends the player information about the game so that he is able to play.
      4. The system transfers the winnings to the players game credit.
      5. Repeat steps 5.1.5 – 5.1.7
   2. **Alternate Flows**:
      1. Player Enters Illegal Amount

A Player tries to join the game with an amount less than the minimum blind amount. The system will reject his join request

**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 Player Quits Game 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.

