**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 requests to join the game
      2. The system transfers the amount of winnings to the player.(if he hasn’t wont then 0 will be transfer)
   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 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.