**Use Case Scenario**

1. **Use case**: Join existing games
   1. **Brief description**: Allow the user to join existing games. The user selects active game then selects his money stack and “sit” in the table, while waiting to the next round.
2. **Actors**: Primary – registered user, secondary – Game, GameCenter.
3. **Precondition**: The user is logged in.
4. **Postcondition**: The user joined to existing game.
5. **Flow of Events**:
   1. **Basic Flow**:
      1. The user selects existing table from active games list.
      2. The user selects his money stack.
      3. The user joins to the existing game.
   2. **Alternate Flows**:
      1. MAX PLAYERS

The game is full of players, return to 5.1.1.

* + 1. BAD STACK MONEY

The user try selects bad stack, return to 5.1.2.

* + 1. EXIT

The user decided to exit the Application, the user disconnect from the system.

**Acceptance Test Scenarios**

**Use case**: Join existing games

1. **Good**:
   1. User success to join existing table: The user selects valid table and selects his money stack for the game.
   2. User exit the application: the system disconnects the user from the system
2. **Bad**:
   1. The user selects bad table: the user tries to enter to table with too many players, MAX PLAYERS is activated.
   2. The user selects bad stack of money, less than the buy-in money, BAD STACK MONEY is activated.

**Use Case Diagram**

