**Use Case Scenario**

1. **Use case**: User login to the system.
   1. **Brief description**: Allow the user to login to the game system. The user enters his username and password, and after successful authentication, he is logged in.
2. **Actors**: Primary – registered user, secondary – Texas Hold’em system.
3. **Precondition**: The user is logged out.
4. **Postcondition**: The user is logged in.
5. **Flow of Events**:
   1. **Basic Flow**:
      1. The system requests that the actor to enter his username and password.
      2. The actor enters his username and password.
      3. The system validates the entered credentials and logs the actor into the Texas Hold’em system.
   2. **Alternate Flows**:
      1. Invalid Username / Password  
         If in the basic flow the actor enters invalid username and/or password, the system will display an error message. The actor can then choose if to cancel the login and exit the system, in which case the flow is finished with no changes to the current session, or to retry the login and return to the beginning of the basic flow.

**Acceptance Test Scenarios**

1. **Use case**: User login to the system
2. **Good**:
   1. Blah
   2. Blah
3. **Bad**:
   1. Blah
   2. Blah
4. **Sad**:
   1. Blah
   2. Blah

**Use Case Diagram**

**-insert picture**

1. **Use case**: User logout of the the system.
   1. **Brief description**: Allow the user to logout of the system. The user clicks the “Logout” button and the session is terminated.
2. **Actors**: Primary – registered user, secondary – Texas Hold’em system
3. **Precondition**: The user is logged in
4. **Postcondition**: The user is logged out.
5. **Flow of Events**:
   1. **Basic Flow**:
      1. Blah
      2. Blah
      3. Blah
   2. **Alternate Flows**:
      1. Invalid Username / Password
      2. Blah
      3. blah