**Use Case Scenario**

1. **Use case**: Maintain leagues.
2. **Brief description**: managing which users are in which league at any given moment
3. **Actors**: Primary – The League Center, secondary – user.
4. **Precondition**: Game just ended.
5. **Postcondition**: User has been placed in the appropriate league.
6. **Flow of Events**:
   1. **Basic Flow**:
      1. The system checks the current state of the user's points.
      2. The system finds the appropriate league for the user.
      3. The system place the user in this league.
   2. **Alternate Flows**:
      1. New user:  
         New user has been registered to the system. The system place him in the lowest league.
      2. Lack of activity:

When a user has not logged in to the system over a week, the system place him in one league lower than his previous league.

**Acceptance Test Scenarios**

1. **Use case**: Maintain leagues.
2. **Good**:
   1. New user placed in the lowest league: The user registered successfully to the system, and placed in the first league.
   2. Change in user points: The user has gained some points after a game, the system successfully placed him in the appropriate league.
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