**Use Case Scenario**

1. **Use case**: Quit while playing a Game
   1. **Brief description**: Allow a player to Quit a game
2. **Actors**: Primary – Players, secondary – Texas Hold’em system.
3. **Precondition**: player is in the game
4. **Postcondition**: player has quit the game and his game credit has been transferred to his account credit
5. **Flow of Events**:
   1. **Basic Flow**:
      1. The Player requests to quit the game
      2. The system transfers the players game credit to his account credit.
      3. The system updates the players statistics
      4. The system notifies the player that he has quit

**Acceptance Test Scenarios**

1. **Good**:
   1. Player quit: the player requests to quit. The game transfers his game credit to his account credit and notifies him the he quit.
2. **Bad**:
3. **Sad**:

