**Use Case Scenario**

1. **Use case**: Spectate active game.
   1. **Brief description**: Allow the user to spectate an active game without playing in the game.
2. **Actors**: Primary – registered user, secondary – Texas Hold’em system, Game center, Game controller
3. **Precondition**:
   1. The user is logged in
   2. The user is a registered user.
4. **Post-condition**:
   1. The user is spectate active game.
5. **Flow of Events**:
   1. **Basic Flow**:
      1. The user selects game from active games list.
      2. The system checks if the user has valid bankroll and display message respectively.
      3. The user selects to spectate or sit and play.
      4. The system redirect the user to the game page.
   2. **Alternate Flows**:
      1. INVALID BANKROLL

The system checks user bankroll, and display one option "spectate" and disable the option "play". Also, the system Disables the option to select a seat in the game page.

5.2.2 CHANGE TO PLAY OPTION

The spectate user has the minimal bankroll that require in the game, select a seat and join to existing game (**Join existing games** use case scenario, 5.1.3)

5.2.3 SELECTS PLAY OPTION

The user has the minimal bankroll that require in the game and select **'Play'** option, (**Join**

**Existing games** use case scenario, 5.1.3)

5.2.4 CANCEL

When the system displays 2 options (spectate or play) and the User select

'Cancel' option, return to 5.1.1.

**Acceptance Test Scenarios**

**Use case**: Spectate active game.

1. **Good**:
   1. The user spectate an active game: The user selects active game and selects "spectate" option, the system redirect the user to the game page as a spectator.
2. **Bad**:
   1. Force quit: The game doesn’t respond and the user has to force quit
3. **Sad**:
   1. Cancel the options: The user clicks “X” on the message instead of clicking “CANCEL”, CANCEL is activated.  
        
        
        
        
      