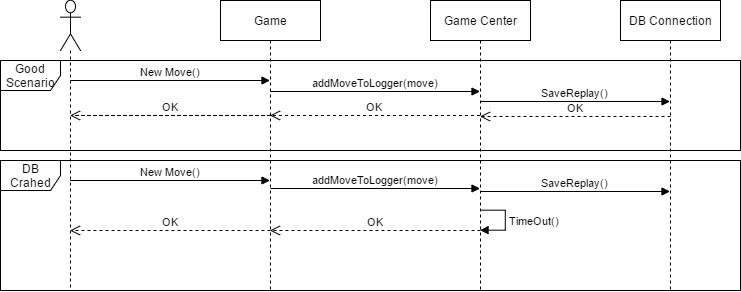
**Use Case Scenario**

1. **Use case**: Information storing.
   1. **Brief description**: Store all the information from a game, such as: actions performed by all players in the game, the cards dealt at each round, round beginning and end, etc.
2. **Actors**: Primary – Game Center, secondary – User.
3. **Precondition**:
4. **Postcondition**:
5. **Flow of Events**:
   1. **Basic Flow**:
      1. Player make a new move.
      2. The game receives it, and pass it to the Game Center.
      3. The Game Center add the move to the game log.
      4. The Game Center send the replay to the DB for saving.
   2. **Alternate Flows**:

**5**.2.1 If the Game Center does not get an answer from the DB in 5 Seconds. The DB sends Ok to the Game.

**Sequence Diagram**

****