

OOAD: Project 2 Individual

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Project: Blackjack

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Requirements:

UR-004

As a player, I can place bets using chips.

UR-005

As a player, I can know the total amount of “money” I own.

UR-014

As a player, I can still lose to the dealer even if I get 21.

UR-015

As a player, I can drop out and end the game with my winnings any time.

Use Case Documents:

Use Cases:	UR-004
Use Case Name:	Player places bet.
Description:	Player bets a desired amount of chips.

Actors:	Players	
Pre-conditions:	Player has been dealt cards.	
Post-conditions:	Player's currentBet is updated to new betting amount.	
Frequency of Use:	After each card is dealt following the first deal.	
Flow of Events:	Actor Action 1. Player chooses to place bet 2. Player specifies how much he wants to bet	System Response ask player how much he wants to bet currentBet is updated with desired amount
Variations:	Player does not choose to bet on hand.	
Exceptions:		
Developer Notes:		

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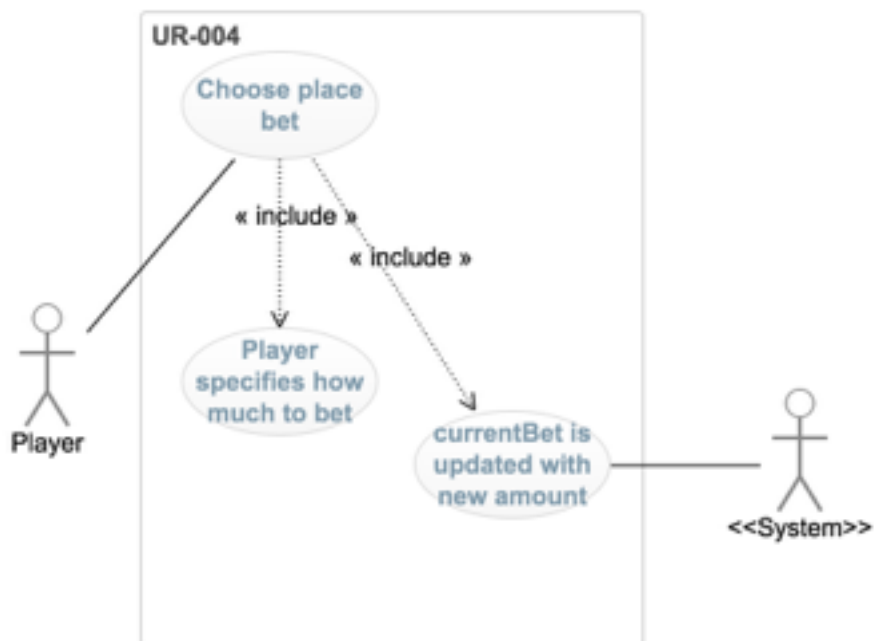
Use Cases:	UR-005	
Use Case Name:	As a player, I can know the total amount of “money” I have.	
Description:	Player can always check their current winnings.	
Actors:	Players	
Pre-conditions:	Game has been started.	
Post-conditions:	currentTotal is displayed to the player.	
Frequency of Use:	Whenever a player wants to check his current total.	
Flow of Events:	Actor Action 1. Player chooses to check current total	System Response currentTotal is displayed to player
Variations:	Player never checks his current total.	
Exceptions:	If currentTotal is at 0, game should be over.	
Developer Notes:		

Use Cases:	UR-014	
Use Case Name:	A player can still lose to the dealer even if he/she gets 21.	
Description:	If player gets 21, dealer’s hand is immediately checked and current hand must end.	
Actors:	Players	
Pre-conditions:	Player gets a card that makes his total 21.	
Post-conditions:	Current hand must end.	
Frequency of Use:	When player gets hand = 21.	
Flow of Events:	Actor Action 1. Player is dealt card that makes current hand to be equal to 21. 2. Player either wins hand or loses to dealer	System Response dealer’s hand must be checked update player’s currentTotal with bet.
Variations:		
Exceptions:	other player gets 21	
Developer Notes:		

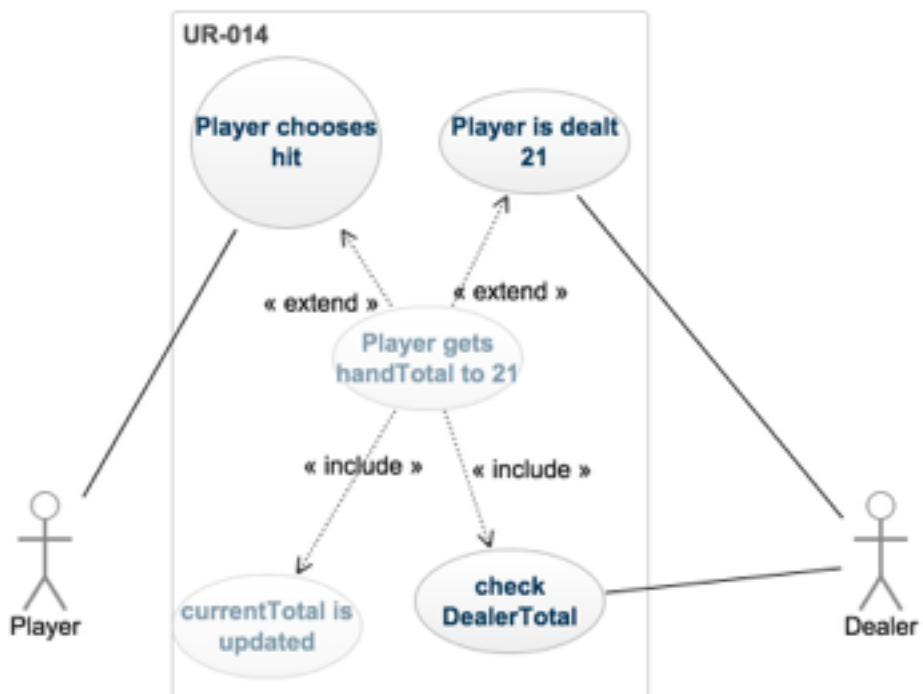
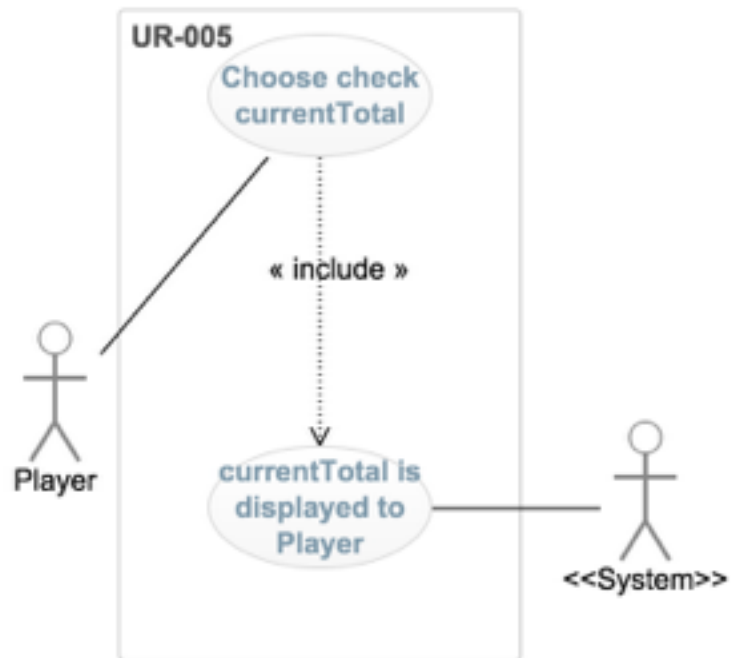
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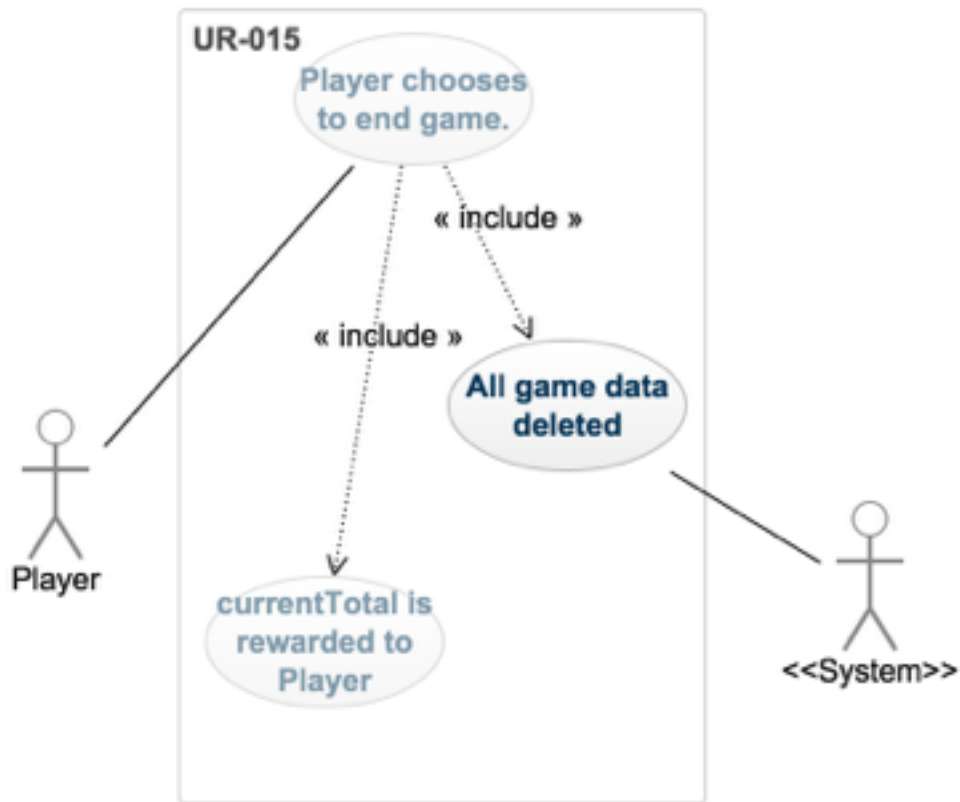
Use Cases:	UR-015
Use Case Name:	As a player, I can drop out and end the game with my winnings any time.
Description:	Player can cash out whenever he/she wants.

Actors:	Players	
Pre-conditions:	Game has been started.	
Post-conditions:	Game is over and player wins currentTotal.	
Frequency of Use:	Whenever a player wants to stop playing.	
Flow of Events:	Actor Action 1. Player chooses to quit current game	System Response Player is rewarded currentTotal and game is over.
Variations:	Player never quits.	
Exceptions:		
Developer Notes:		

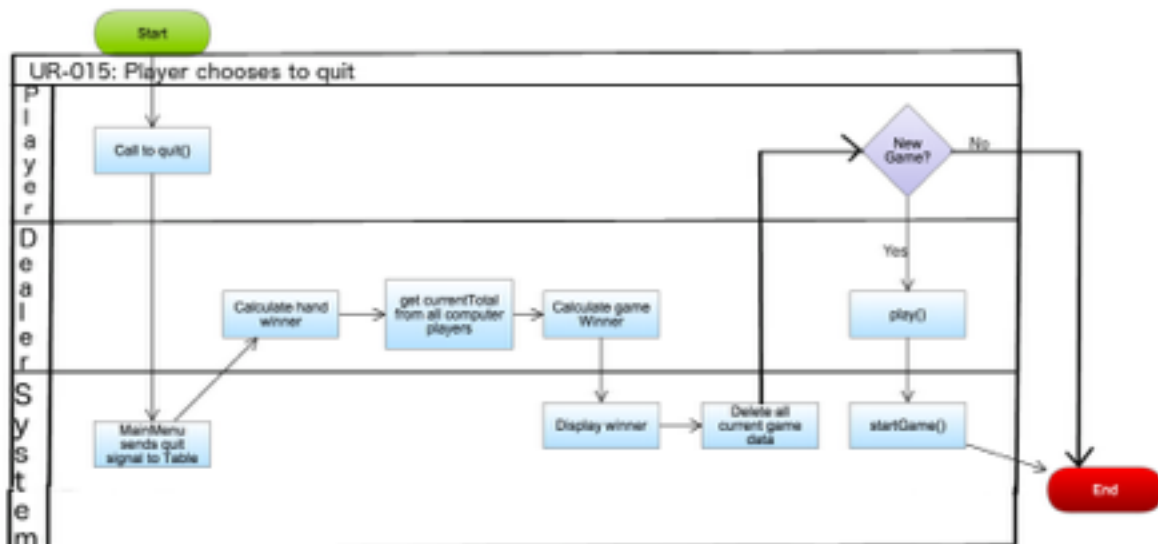


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Activity Diagram:



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Sequence Diagram:

