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Project: Casino Simulator

Requirements: UR-008, UR-010. Use Cases: Player Viewing Casinos to Gamble at, Player Viewing Games to play at that Casino

I am going to combine these two Use Cases in this Use Case Document for the sake of complexity and because they work well together.

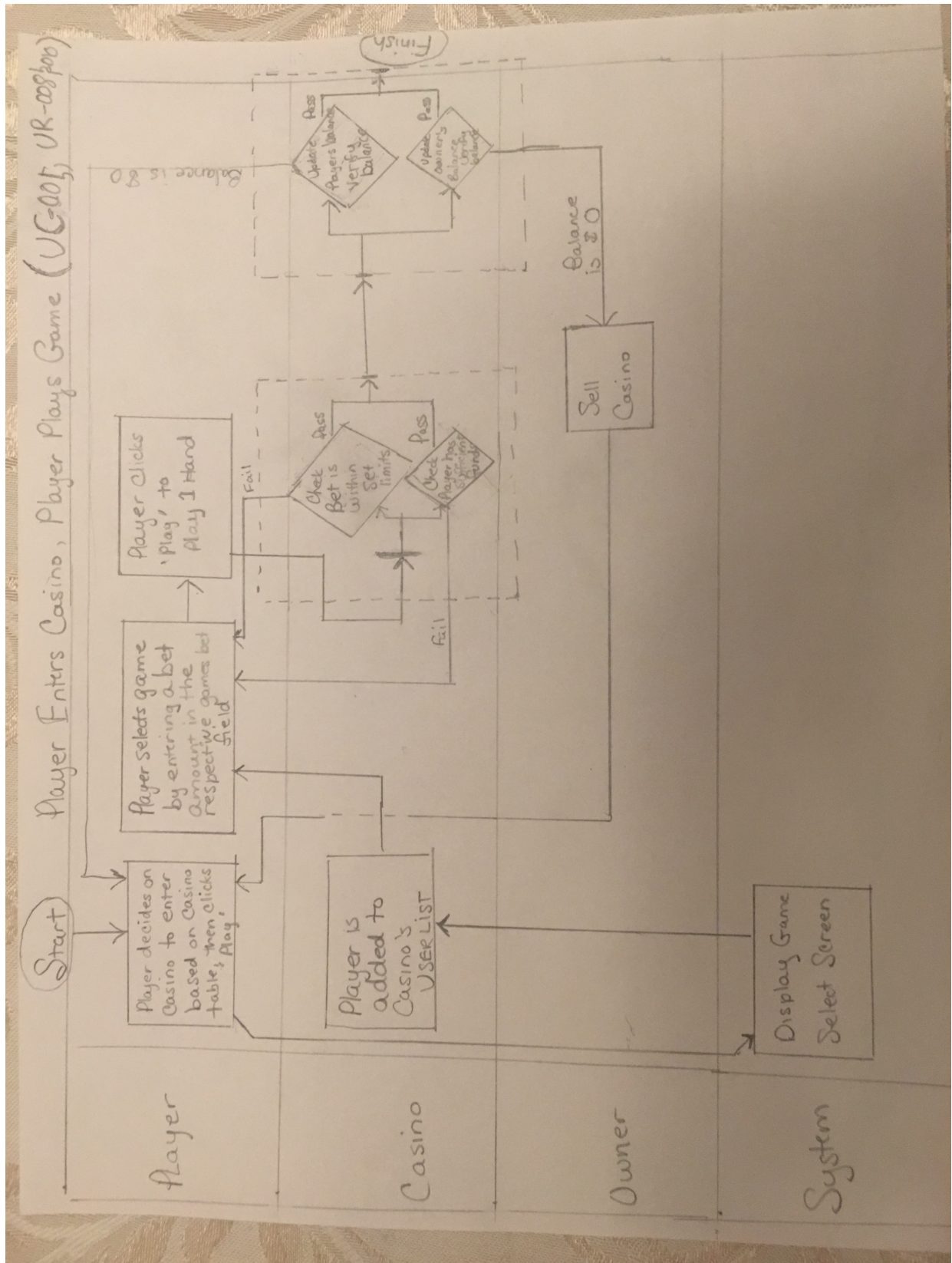
Use Case Document:

Use Case ID:	UC-005
Use Case Name:	Player Enters Casino, Player Plays Game
Description:	Player can view a list of available Casinos and will be given the Casinos' Games, Payout Ratio and Net Worth so that the Player can decide what Casino he/she would like to gamble at. When Casino is chosen a similar list is displayed for the Games at the respective Casino, and Player can set bet and play the game

Actors:			
Pre-Conditions:	User has logged into Player account or has created Player account. Player has not entered a casino.		
Post-Conditions:	User is now playing a Game of his/her choice in a Casino of his/her choice		
Frequency of Use	Daily by Players		
Flow of Events:		Actor Action	System Response
	1	Player views table with information about each available Casino	
	2	Player clicks "Play" button on the desired Casino	'Select Game' screen is displayed for Player List of Players in Casino is appended with current Player in the Casino Class
	3	Player views table with information about each Game in Casino	
	4	Player adjusts bet on the desired game	Verifies bet is within bet range set by Casino Owner

			Verifies Player has sufficient balance to make respective bet
	5	Player clicks “Play” button next to Game they have placed bet at	<p>Using the probability of the Game, and the input bet, both the Player’s balance and Casino Owner’s balance are adjusted depending on win or loss of the bet.</p> <p>Player’s balance is verified (Player is removed from Casino if balance is 0)</p> <p>Owner’s balance is verified (Casino closes if Owner balance is 0)</p>
Variations:	Player does not have sufficient balance to play		
Exceptions:			
Developer Notes:			

Activity Diagram:



User Interactions:

