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**EECS 448 Project 3 – Requirement Engineering Artifact**

A Requirement Engineering artifact that describes the features of our blackjack project and prototype is the following step-by-step **usage scenario**:

1. User opens the blackjack game application

2. User selects single player mode

3. User selects a bet amount of 1, 5, 10, or 15 chips

4. User selects to hit or stay

5. User wins the round if they stay under 21 and have a higher total card value than the dealer

6. User loses the round if they go over 21 or have a lower total card value than the dealer

7. User repeats steps 3-6 for every round until they lose all their chips or get 100 chips

8. User wins the game if they get 100 chips

9. User loses the game if they lose all their chips