USE CASES - what the game app should do

1. Load the application
2. Check whether the player is connected online
3. Find a game for the user to join (Create a game or to find one to join\*)
4. Find other available users
5. Start the game
6. Shuffle the deck(I think don’t need to, automatically in a CardDeck class when initialized, so just “Create a deck” here\*)
7. Give each player 5 cards
8. Choose randomly a player to make the first move
9. Check whether a move is valid (like if the deck card is blue, the player tries to play yellow or other color card and the number does not match. It will be invalid move)
10. Act based on the card played by a player
11. Time the move (let the player have 20 seconds to make the move)
12. Check if the player makes a move within the 20s if not add a card to the player hand from the deck
13. Keep count of the card on the players hand and deck
14. Let player press “UNO” button to call
15. Check whether a player hand has only 1 card when he/she presses “UNO” button
16. End game if count becomes 0
17. Declare the winner when a player hand card count is 0
18. Declare as a tied game if the deck is empty
19. Exit from the game and display the home screen after the game has ended
20. Let the player exit any time during the game
21. (If only one player is left he’s a winner\*)

Alternate path

What could other paths be