**Use Cases**

**Use Case Description**

**Logging in Use case**

**Precondition:** Enter your username

**Post-condition:** You are in the game and matching starts

**Assumptions:** User enter’s our website where they are either required to login (returning player) or sign up (new player). If this is the users first time on our website they will need to create an account. In order to create an account the user will need to fill in the appropriate fields with information. After they have created an account they are now able to login. Now that they are login they will be able to start a new multiplayer game with other users.

**Use Case Diagram**

A close up of a map

Description automatically generated

**Use Case Description**

**During game Use case**

**Precondition:**deals out tiles

**Post-condition:** players receive tiles and combinations are made

**Assumptions:** Once the user has joined a game many functionalities will be invoked that pertain to the rules and requirements of Rummy-O. This includes functionalities like timer, to keep track/limit time for users turn, shuffle , to shuffle game tiles, deal, to deal the game tiles, and wild card functionality, for certain tile combinations.

**Use Case Diagram**

A screenshot of a cell phone

Description automatically generated

**Use Case Description**

**After game Use case**

**Precondition:** Player gets the win condition

**Post-condition:** Player can either play again or close the game

**Assumptions:** After the game has come to an end the program will calculate the number of points each player received throughout the game and will declare a winner for the game. While this is happening the game will also be reset and asked the users if they would like to play again

**Use Case Diagram**

A screenshot of a map

Description automatically generated