**Texas Poker**

**User Stories**

| **Identifier** | **User Stories** |
| --- | --- |
| 1 | As a player, I want to enter my name, so I can be able to join the game |
| 2 | As a player, I want to access the help page, so I can know how to play the game. |
| 3 | As a player, I want to press the “Start Game” button, so I can start the game. |
| 4 | As a player, I want to enter the Buy-In amount, so I can play |
| 5 | As a dealer, I want to use the deck to distribute cards among the players, so the players can look at the cards and play the game. |
| 6 | As a dealer, I want to request two cards, so the player can use it to play |
| 7 | As a player, I want to perform (call, fold or raise), so l can do action |
| 8 | As a dealer, I want to display the three community cards, so the players can look at the cards and start betting according to them. |
| 9 | As a dealer, I want to display the turn card, so the players can look at the card and start betting according to them |
| 10 | As a dealer, I want to display the river card, so the players can look at the card and start betting according to them |
| 11 | As a player, I want to perform Call action, so I can go to the next round and my amount is adjusted according to it. |
| 12 | As a player, I want to enter the bet amount to perform a Raise action, so I can go to the next round and my amount is adjusted according to it. |
| 13 | As a player, I want to perform the Fold action, so I cannot go to the next round and will be out of the round. |
| 14 | As a player, I want to press the “Restart” button, so I can restart the game whenever I want during the game. |
| 15 | As a player, I want to press the “Exit” button, so I can go back to the start page. |
| 16 | As a dealer, I can decide the winner of the game, so the player can know who is the winner and stop. |

(2) The work our team will need to complete it in the next two weeks:

| **Class** | **Function** | **Content** |
| --- | --- | --- |
| **Start interface** (only the interface) | First user interacting interface, where the user starts from. | 1- Start the game.  2- number of Players (one or two).  3- Help page.  4- Exit The game. |
| **Settings interface1** (only the interface) | For the user to be able to make the game settings. | 1- Player name.  2- Game difficulty.  3- Buy-in amount.  4- Exit the game. |
| **Settings interface2** (only the interface) | For the two players to be able to make the game settings. | 1- Player1 name.  2- Player2 name.  3- P1 buy-in amount.  4- P2 buy-in amount.  5- Exit the game. |
| **Player** | Where the player entities can be manipulated | 1- Name.  2- Buy-in amount.  3- Bet.  4- Decision.  5- Win. |