Andrew Schutt

Data Structures

810:052:01

9/25/09

**Use-Case**

Logging In

1. Log-in screen displayed allowing for new accounts or login

a. From this screen players may login or create new accounts

2. Player enters user name and password

3. Player’s account information is retrieved

4. Player’s information is displayed in home screen

5. From home screen players are able to credit account with more money via credit card

Begin Round

1. Retrieve player account information

2. Check account balance (must be at least 10 dollars)

a. If account has less than 10 dollars player is required to deposit more money

b. If account has enough money player is allowed to play

Play Round

1. Five dice are randomly rolled using die.py

2. The player is then given the choice to reroll few or all of the dice

3. The player is then again allowed to reroll few or all of the dice

4. After this third and final roll the payout is decided from what is currently showing

5. Depending on the hand the player’s account is credited the proper payout

a. Two Pairs - $5

b. Three of a Kind - $8

c. Full House - $12

d. Four of a Kind - $15

e. Straight - $20

d. Five of a Kind - $30

**Use-Case Diagram**

Player

**Class Diagrams**

Die

Home Screen

Accounts Information

Payout Schedule

Account