# Crown and Anchor

# Use-Case: Game Not Paying Out at Correct Level

## Brief Description

When there has been one match for the gambler’s bet on the dice then the payout should be correct. According to the rulebook of the Crown and Anchor game, a single match is a payout of 1 to 1.

## Actors

* 1. Gambler
  2. Dealer

## Pre-Conditions

* 1. The gambler has placed a bet.
  2. The gambler’s funds are deducted by the bet amount.
  3. The stakes of the bets are increased by the bet amount.
  4. The dealer has closed the betting.
  5. The dealer has rolled the dice.
  6. The dice have come to a stop.
  7. There has been a single matching die to the gambler’s bet.

## Normal Flow

The use case begins when the game has commenced

|  |  |
| --- | --- |
| Actor | System |
| 1 The gambler places a bet against a face | 2 The system records the new player |
|  | 3 The system records the player’s bet |
| 4 The dealer closes betting | 5 No more players can be added |
|  | 6 The round commences |
| 7 The dealer rolls the dice | 8 The dice are rolled, randomising the results |
|  | 9 The dice come to a stop showing their results |
|  | 10 There is one dice matching the players bet |
|  | 11 The dealer should pay the bet at 1 to 1. |

The use case ends.

## Alternate Flows

* 1. None

## Subflows

* 1. None

## Key Scenarios

* 1. Successful Completion – Gambler is paid at 1 to 1

## Post-conditions

* 1. Successful Completion – Gambler is paid at 1 to 1
     + 1. The gambler’s funds should be increased by the amount bet.
       2. The round completes.

## Special Requirements

* 1. None