# Crown and Anchor

# Use-Case: Player Cannot Reach Betting Limit

## Brief Description

Problem: When the player starts approaching $0 balance, the game will prematurely end while the player still has remaining funds, not allowing them to spend their remaining money.

This solution will discuss the approaching the final round and iterate while the player still has funds.

## Actors

* 1. Gambler
  2. Dealer

## Pre-Conditions

* 1. The gambler has joined the game.
  2. The gambler has played several rounds and their balance has been reducing over time.
  3. The gambler is approaching $0 balance.

## Normal Flow

The use case begins when the gambler is approaching $0 balance

|  |  |
| --- | --- |
| 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 no matches |
|  | 11 The round ends |
| 12 The dealer starts a new round | 13 A new round has started |
| 14 The gambler places a bet against a face | 15 The system records the new player |
|  | 16 The system records the player’s bet |
| 17 The dealer closes betting | 18 No more players can be added |
|  | 19 The round commences |
| 20 The dealer rolls the dice | 21 The dice are rolled, randomising the results |
|  | 22 The dice come to a stop showing their results |
|  | 23 There is no matches |
|  | 24 The player has no more funds |
|  | 25 The game ends |

The use case ends.

## Alternate Flows

* 1. When the bug occurs the game ends prematurely at 11.

## Subflows

* 1. None

## Key Scenarios

* 1. Successful Completion – Gambler’s balance is $0, and the game ends.
  2. Bug Replication – Gambler’s balance is not $0 and the game ends prematurely.

## Post-conditions

* 1. Successful Completion – Gambler’s balance reaches $0
     + 1. The gambler’s balance should reach $0 after losing last bet.
       2. The game completes.

## Special Requirements

* 1. None