Narrative

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| Use case id: | 1 |
| Use case name: | Teen Pati |
| Scenario: | Playing Card Game |
| Description: | Playing Card Game “Teen Pati”. It is an Indian card game played by a minimum of 2 players and there is no limit that players can join. |
| Actors: | Players, dealer |
| Stakeholders: | dealer, players, |
| Preconditions: | 1. Players sit on Table. 2. Players take their cards. |
| Postconditions: | 1. Players will win or lose game at the end. 2. If they win they get the price amount. |
| The flow of Activities: | 1. Players sit on the table. 2. Take their respective cards to distribute by the dealer. 3. They bid on the cards. 4. They can see their cards or play bind. 5. When bid reaches maximum limit. 6. Players show the cards. 7. Highest sequence, the color will win or largest card win. |
| Exceptions condition: | 1. One of the players denied playing the further game. 2. If the player doesn’t have an amount to bid. |
| Special Requirements: | Players can give tip to dealer. |

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| Use case id: | 2 |
| Use case name: | Giving win amount |
| Scenario: | Wining the Bid Amount. |
| Description: | At the end of the game, that player who won the teen Patti card game will take all bid amounts provided by the dealer. |
| Actors: | Players , dealer. |
| Stakeholders: | Dealer, players, |
| Preconditions: | 1. Dealer confirm who is the winner. 2. Then the dealer provides that player win amount. |
| Postcondition: | 1. Players have to play the game. |
| Flow of activities: | 1. Dealer takes a deck of 52 cards. 2. May shuffle all the cards in each   round.   1. Distribute cards among players. 2. Take care of biding. 3. After the game finish, the dealer give the win amount to the winner. |
| Exception conditions: | 1. Dealer denied to give win amount to winner. 2. Other player not agree with dealer. |