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| Use Case Name: Deal start hand | ID:003 | Importance: Required |

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| Primary Actor: Dealer | Use Case Type: Functional |

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| Stakeholders: Dealer, Players |
| Brief Description: The dealer shuffles the deck and discretely deals 2 cards to each player at the start of the game |
| Trigger: Start of a new game Type: External & Temporal |
| Relationships: Closely related to player view use case and gameplay use case. |
| Normal Flow of Events:   1. Dealer shuffles deck 2. Dealer discretely deals two cards to each player, going clockwise from the player left of the dealer 3. The first deal ends |
| Subflows: Shuffling the deck, updating player hands |
| Alternate Flows: None. |