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| Use Case Name: Gameplay Logic | ID: 001 | Importance: Required |

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

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| Stakeholders: Player |
| Brief Description: Gameplay logic that determines the winner of the round, whether that is through hand hierarchy or by being the last remaining player in the round. |
| Trigger: All players have folded leaving one player left to win the round or players are forced to show their cards to determine their hand at the end of the round. Type: External |
| Relationships: This use case is closely related to the dealer functionality use case. |
| Normal Flow of Events:   1. Dealer deals two cards to every player, these are called “hole cards”. 2. Based on each player’s initial hand, a round of betting occurs. Players check or call to stay in the game, raise to raise the pot limit, or fold to exit the round. 3. The dealer lays out 3 cars face up known as the “flop”. 4. Another round of betting occurs as in step 2. 5. The dealer lays out a fourth card face up known as the “turn”. 6. Another round of betting occurs as in step 2. 7. The dealer lays out a fifth cars face up known as the “river”. 8. Another round of betting occurs as in step 2. 9. At any point during the previous 8 steps if one player is left playing in a particular round, that player wins the round and takes the pot. 10. All players remaining in the round show their cards and their hands are evaluated to determine the winner of the round. 11. Hands are comprised of the best combination of the two “hole cards” and the five community cards laid out by the dealer. The hand hierarchy is as follows in order from best to worst:   1. Royal Flush (A♦ K♦ Q♦ J♦ T♦)  The best hand possible, a royal flush consists of A, K, Q, J and 10, all of the same suit.  2. Straight Flush (T♥ 9♥ 8♥ 7♥ 6♥)  Also very rare, a straight flush consists of any straight that is all the same suit.  3. Four-of-a-Kind (J♦ J♣ J♠ J♥ K♦)  Four of a kind, or 'quads', consists of four cards of equal value along with another card known as a side card.  4. Full House (A♥ A♣ A♦ 9♠ 9♣)  A full house consists of three cards of one value and two cards of another.  5. Flush (A♠ J♠ 8♠ 4♠ 3♠)  A flush is a hand which has all cards of the same suit.  6. Straight (9♥ 8♠ 7♣ 6♦ 5♣)  A straight has 5 cards of consecutive value that are not all the same suit.  7. Three-of-a-Kind (7♠ 7♦ 7♣ K♦ Q♣)  Also known as 'trips', three of a kind is 3 cards of the same value and 2 side cards of different values.  8. Two-Pair (9♣ 9♦ 6♣ 6♠ Q♥)  ​​Two pair consists of two cards of equal value, another two cards of equal value, and one extra card.  9. One-Pair (A♦ A♥ K♠ 9♦ 4♥)  One pair consists of two cards of the same value, and three extra cards.  10. High Card (A♠ J♦ 8♣ 6♠ 2♥)  High card is when you have five cards that do not interact with each other to make any of the above hands. |
| Subflows: Player quits the game and leaves the table. |
| Alternate Flows: Player is forced to leave the table because the no longer have the chips required to play at the table, or player is forced to purchase more tokens to continue to play at the table. |