| Use Case Name: Making a Bet | ID: 003 | Importance: High |
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| Primary Actor: Users in Game | Use Case Type: Functional |
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| Stakeholders: Registered Users, App Developers. |
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| Brief Description: Allows a registered user to make bets |
| Trigger: It is the user’s turn to act.   Type: **External** / Temporal |
| Relationships: User must be in game. |
| Normal Flow of Events: 1. User receives indication that it is their turn  2. User selects amount to bet  3. User selects “Confirm bet” |
| Subflows: None. |
| Alternate Flows:  1. If player tries to bet more than their remaining chips or more than the maximum bet ceiling then show error message |