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| Use Case Name: Revealing Community Cards | ID: | Importance: |

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| Primary Actor: Game Master | Use Case Type: Functional |

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| Stakeholders: App developers |
| Brief Description:  A poker game is in progress.  The initial round of betting has been completed.  It's time to reveal the community cards (flop, turn, or river) based on the game's progression. |
| Trigger: The initial round of betting has been completed and the Game Master takes an action Type: **External** / Temporal |
| Relationships: |
| Normal Flow of Events:   1. The Game Master initiates the action to reveal the next set of community cards. 2. The system displays the corresponding community cards on the virtual poker table (e.g., three cards for the flop, one for the turn, or one for the river). 3. The system updates the player interfaces with the newly revealed community cards. 4. The system checks for winning hands among the remaining players. 5. The system awards the pot to the player(s) with the best hand or initiates a showdown if necessary. |
| Subflows: |
| Alternate Flows: |