**Slap Jack**

**Use Case 1: UC1 Deal**

**Scope:** Game

**Level:**

**Primary Actor:** Board

**Stakeholders and Interests:**

* Players: Players want random cards each time the game is played, and they all want as close to the same number of cards as possible.

**Preconditions:** User plays game. User indicates that cards should be dealt, and game should begin.

**Postconditions:** Each player has a randomly ordered stack of cards, and each stack is within a card or two of the same size.

**Basic Flow:**

1. The deck of 52 cards is put into a random order.
2. One card is dealt to each player.
3. Cards continue being dealt until the deck is out of cards.

**Alternative Flows:** N/A

**Special Requirements:** N/A

**Frequency of Occurrence:**

* Once, at the beginning of the game.

**Use Case 2: UC2 Draw Player Card**

**Scope:** Game

**Level:**

**Primary Actor:** Player

**Stakeholders and Interests:**

* Players: Players need jacks to be drawn in order for the game to end.

**Preconditions:** Player has cards in their pile.

**Postconditions:** The player has one fewer cards in their pile and a new card is displayed for the players.

**Basic Flow:**

1. A player takes a card from the top of their pile.
2. The player places that card face up on top of the center pile.

**Alternative Flows:** N/A

**Special Requirements:** N/A

**Frequency of Occurrence:**

* Every turn of the game.

**Use Case 3: UC3 Slap Pile**

**Scope:** Game

**Level:**

**Primary Actor:** Player

**Stakeholders and Interests:**

* Players: Players can add (may have opportunity to add) cards to their pile, which will allow them to win the game if they collect all 52 cards.

**Preconditions:** The last card placed (the card on top of the center pile is a jack) was a jack and at least 2 players are still in the game.

This (above) may not work as a precondition, because a player can slap even if the center pile’s top card is not a jack.

What about instead: A player has placed a card on the center pile.

**Postconditions:** The center pile is emptied and the acting player adds those cards to their own pile.

The center pile is emptied and the cards distributed to the appropriate player’s hand(s).

**Basic Flow:**

1. A player slaps the center pile.
2. The center pile is shuffled and emptied.
3. The newly shuffled cards are added to the acting player’s pile.

**Alternative Flows:**

A player slaps the center pile, but the top card isn’t a jack.

1. The center pile is shuffled and emptied.
2. The newly shuffled cards are dealt to all the players EXCEPT the acting player.

**Special Requirements:** N/A

**Frequency of Occurrence:**

* Some turns, but not all.

**Use Case 4: UC4 Player Runs Out of Cards**

**Scope:** Game

**Level:**

**Primary Actor:** Player

**Stakeholders and Interests:**

* Players: Player has run out of cards and will lose the game unless they slap the next jack.

**Preconditions:** The player’s hand is empty

**Postconditions:** The player has slapped the next jack and their hand is no longer empty, or someone else slapped the next jack

and this player is out of the game.

**Basic Flow:**

1. The player has no cards left.
2. The player slaps the next jack to appear.
3. The player adds the center pile to their hand and no longer has an empty hand.

**Alternative Flows:**

1. The player has no cards left.
2. A different player slaps the next jack.
3. The player with no cards left, is out of the game.

**Special Requirements:** N/A

**Frequency of Occurrence:**

* Some turns, but not all.