**Slap Jack**

**Use Case 1: UC1 Deal**

**Scope:** Game

**Level:**

**Primary Actor:** Board

**Stakeholders and Interests:**

* Players: Player’s 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

**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:** Board

**Level:** Deck

**Primary Actor:** Board

**Stakeholders and Interests:**

* Players: Player’s 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

**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 3: UC3 Slap Pile**

**Scope:** Board

**Level:** Deck

**Primary Actor:** Board

**Stakeholders and Interests:**

* Players: Player’s 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

**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