**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.