

Actions that a user can perform with our application:

Create a game by player

Shuffle cards by dealer

Deal cards by dealer

Draw cards by player

Drop cards by player

	Inputs	Post condition	API Endpoint
Create a game	player_id, player_name, player_numbers;	<ol style="list-style-type: none">1. A game is created when player is ready to play2. The game list lobby updated3. The player connect to the game room and begin game	POST/games/create Body { Name, number_of_players }
Shuffle cards	card_id, dealer_id, game_id;	<ol style="list-style-type: none">1. dealer_id is in game_id2. It's dealer_id's turn to shuffle cards3. Shuffle card_id is legal	POST/games/:id/Shuffle Body: { card_id }
Deal cards	card_id, dealer_id, game_id;	<ol style="list-style-type: none">1. dealer_id is in game_id2. It's	POST/games/:id/Deal Body:

		dealer_id's turn to deal cards 3. Dealing card_id is legal	{ card_id }
Draw cards	card_id, player_id, game_id;	1. If player_id is in game_id 2. Card_id is in their hand	
Drop cards	card_id, player_id, game_id;	1. Update the discard_pile with card_id	