

## Use case text document for poker game vs. AI

**Primary actor:** Player who is also the organizer in this case

**Stakeholders and interests:**

-Player: wants to be able to play a poker game with bots/AI and have a fun time.

**Preconditions:** the program is launched and a player is ready to play poker

**Success guarantee (Post condition):** Players or AIs who has the best hand at the end of each round receives all betted chips, when a player is out of chips he is out of the game. When all but one player is out, the winner is announced.

### Happy path of a game of Texas hold'em vs. AI:

Step	Event
1.	Player Launches the game
2.	Player presses Singleplayer-button and is put in a game with 3bots
3.	AI's pay blinds, and everyone receives two cards
4.	Player is given option to call/check/raise/fold
5.	Player calls
6.	AI's fold/check/bet, Player responds in same manner
7.	3 Cards are placed on the table
8.	Step 6. Is repeated
9.	Player deals 1 more card face up on the table
10.	Step 6. Is repeated
11.	Player deals last card face up on the table
12.	Step 6. Is repeated
13.	The winner of the game is revealed based on who had the best hand
14.	Many more rounds are played, player enjoys himself.

### Alternative happy path; changing settings

2a.	Player wants to change the settings for the game
1.	Player presses settings-button
2.	Player tweaks small-blind/big-blind to his liking
3.	Player presses ok
4.	Player goes back to Single player

### Alternative happy path; checking best possible hand

5a.	player wants to see his best possible hand in this case
1.	Player types bestHand in chat
2.	Player's best possible hand in that scenario is written back to the player
3.	Player makes his decision based on the feedback