

Use case text document

Primary actor: Organizer who is also a user/player

Stakeholders and interests:

- Organizer: wants to be able to start a poker table and be able to invite players or add AI to the table. The Organizer also wants to participate in the game.
- Players: wants to be invited to games and participate In the sit & go poker game.
- spectators: wants to be able to watch the game and be able to see all the players/AIs hands

Preconditions: the program is launched and a player is willing to organize a poker table.

Success guarantee(Postcondition): Players 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:

Step	Event
1.	User initiates a board
2.	User launches a game vs. AIs
3.	User gets dealt two cards for him to inspect
4.	User places a bet of two chips
5.	AIs heightens to 4 chips
6.	User checks
7.	Three cards are placed face up on the table
8.	User checks and AIs check
9.	Another card is placed face up on the table
10.	User heightens bet to 10 chips
11.	Most AIs fold, 1 checks
12.	Last card is placed on table
13.	User checks
14.	AI heightens bet to 15 chips
15.	User checks
16.	AIs cards are revealed.
17.	AI had Three of kind, user had house
18.	User wins and receives the sum of bets
19.	User gets option to play another game
20.	User is happy and plays another game

Derivative:

Step	Event
1.	User initiates a board
2.	User launches a game vs. AIs
3.	User gets delt two cards for him to inspect
4.	User places a bet of two chips
5.	AIs heightens to 4 chips
6.	User checks
7.	Three cards are placed face up on the table
8.	User Does an all in
9.	One AI checks
10.	Two more cards are placed face up on the table
11.	AIs cards are revealed
12.	AI wins with its royal straight flush to Users house.
13.	User does not get to play any more games on the board because he is out of chips
14.	User gets angry and quits the game