Use case text for Spectator in Online game

Primary actor: User as a spectator.

Stakeholders and interests:
– User: wants to spectate one or more games and learn from it.

Preconditions: the program is launched and a game of poker takes place.

Success guarantee (Post condition): User sits on a poker table not as a Player but as a Spectator. User can spectate the game til the end or just leave the poker table whenever he/she wants.

Happy path of a game of Texas hold'em for a Spectator:

Step	Events
1	User logs into the poker game system
2	User decides to be a «Spectator»
3	User finds a poker-table as they will spectate by clicking on the button «Spectate»
4	User now gets a fully overview of the poker-table, that is to say user can see all the players, their hand, cards on the table, players' chip and what action a player has made or makes.
5	User clicks on the button «Statistics» and gets an overview of player statistics
6	User decides that he/she has learned enough to play a game of poker and leaves the table
7	User starts to play a game of poker

Derivate of the happy path: Game ends:

6a.	The game ends but the spectator is not pleased (didn't learned much from the game) and joins another poker table