

Use case text document

Happy path of a game of Texas hold'em:

Step	Event
1.	User initiates a board
2.	User launches a game vs. Als
3.	User gets delt two cards for him to inspect
4.	User places a bet of two chips
5.	Als heightens to 4 chips
6.	User checks
7.	Three cards are placed face up on the table
8.	User checks and Als check
9.	Another card is placed face up on the table
10.	User heightens bet to 10 chips
11.	Most Als fold, 1 checks
12.	Last card is placed on table
13.	User checks
14.	Al heightens bet to 15 chips
15.	User checks
16.	Als cards are revealed.
17.	Al 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 starts another game

Derivative:

Step	Event
1.	User initiates a board
2.	User launches a game vs. Als
3.	User gets delt two cards for him to inspect
4.	User places a bet of two chips
5.	Als 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 Al checks
10.	Two more cards are placed face up on the table
11.	Als cards are revealed
12.	Al wins with its royal straight flush to Users house.
13.	User doeasent get to play any more games on the board because he is out of chips
14.	User gets angry and quits the game