Primary Actor: Organizer(Which is also a Player).

Stakeholders: Players – wants to join the organizers table and play.

Preconditions: The program is started, create new board in online mode chosen.

Postconditions: The table must end after the winner is declared or all players except the organizer

leaves the game.

Happy path for texas hold'em for online organizer:

- 1. Organizer initiates an online poker table.
- 2. Organizer sets maximum players and other settings
- 3. Organizer waits for the players to join.
- 3. Organizer sets the small and big blind, and start sum for players.
- 4. Organizer invites a group of players to join the game.
- 5. Organizer, starts the game with himself also playing.
- 6. Organizer, starts as the person right of the small blind.
- 7. Organizer, recieves his 2 first cards
- 8. Organizer calls the big blind.
- 9. Organizer raises a bet.
- 10. Organizer wins the round.
- 11. After 10 rounds, the organizer wins, the other players leave the table.
- 12. The organizer exits the program.

Derivate of the happy path: A Player leaves the game:

8a. A player (not the organizer) leaves the game.

8b. A bot is inserted in his place and the game continues.

Derivate of the happy path: Organizer loses his internet connection:

- 8a. The organizer recieves a message from the system that he has no internet connection
- 8b. The Sysetm waits for 1 minute.
- 8c. The organizer did no manage to reconnect so the organizer leaves the game, another player is now organizer.

Derivate of the happy path: Organizer has no internet connection:

- 1a. The program returns a message saying the player have no internet access.
- 1b. The organizer exits the program. (11)

Derivate of the happy path: Player is idle(AFK):

6a. The System waits for 30 seconds.

6b. The player did not respond, the game decides what the player will do.(Fold)

Derivate of the happy path: Bots are allowed to join

2a. Organizer decides that Players and bots can join.

Derivate of the happy path: Organizer kicks player:

8. The organizer does not like a specific player, he kicks that player.