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 start a poker table and be able to add AI to the table.

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

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 initiates a pokerboard, sets small blind, big blind, and amout of chips for each players
2.	Player adds 4 AIs to the game
3.	Player launches game, receives position and chips, player becomes dealer
4.	AIs pays blinds
5.	Player hits deal button and All AIs and player himself receives two cards
6.	AIs fold/check/bet, Player responds in same manner
7.	Player deals 3 cards face up 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 hands of remaining players is shown, player/AI with best hand wins the chips betted
14.	Many more rounds are played, player enjoys himself.

Derivate of the happy path; betting more chips than you have:

6a.	Player bets 400 chips
6b.	Player does not have that many chips, is thrown from game for attempt at cheating