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| Use Case # | | 2 | Use Case Objective | Playing a game | |
| Pre-condition | | | **Game has been initialized** | | |
| Post-condition | | | Win screen will be initialized | | |
| Purpose | | | To play the game | | |
| Step | Source | | Action/Behavior | | Comment |
| 0 | System | | Load in probabilities from XML Math sheet based on user pick amount. | | Used to display coins. |
| 1 | System | | Randomly determine tier that will win | |  |
| 2 | System | | Determine pattern of coin picks. | |  |
| 3 | System | | ‘Shuffle’ coins on screen. | |  |
| 4 | System | | Display corresponding jackpot tiers. | |  |
| 5 | User | | Pick coins | |  |
| 6 | System | | Fill in and animate picked coin. | |  |
| 7 | System | | Once user has filled in a tier load win screen and display amount. | |  |
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| Exceptions | | |  | |  |