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| Name: | End game prematurely |
| Short description | A player ends the game prematurely. |
| Precondition: | The game is ongoing. |
| Postcondition: | The game is interrupted and the game state is cleared. |
| Error situations: | If a player wins the game, the cannot be ended prematurely. |
| System state in the event of an error: | Game was won. |
| Actors: | Player. |
| Trigger: | A player presses “X” on either Main Menu window or Game Frame window. |
| Standard process: | (1) The main menu is opened.  (2) Two or three player names are entered.  (3) Player 1 presses “View Hand” button.  (4) At least one hand is played.  (5) A player presses “X” button on either Main Menu window or Game Frame window to end the game before a player wins. |
| Alternative processes | None. |