**Use Case: Ask for Card**

* **Actor**: Player
* **Main Path**:
  1. Player selects a card rank to request.
  2. Opponent checks their hand for the requested rank.
  3. If the rank is present, the cards are handed over to the requester.
* **Alternate Path**:
  1. If the rank is not present, the opponent says "Go Fish."
  2. The requester draws a card from the deck.

**Use Case: Draw Card**

* **Actor**: Player
* **Main Path**:
  1. Player draws the top card from the deck.
  2. The card is added to the player's hand.

**Use Case: Match Set**

* **Actor**: Player
* **Main Path**:
  1. Player checks their hand for completed sets (four of the same rank).
  2. Completed sets are removed from the player's hand and stored as points.

**Use Case: Declare Winner**

* **Actor**: System
* **Main Path**:
  1. Game checks if the deck is empty or all sets are matched.
  2. The player with the most completed sets is declared the winner.