Name: Pass function   
Goal: User has to click pass button to give up one turn play card   
Actor: User

Pre-condition:

1. Players must keep at least 1 card 2. Game already started 3. Players only allowed to do this operation after other players play a card  
MSS:  
1. Other players played a card   
2. System calculate whether player have card to beat it 3. System found no possibilities to beat the card and show pass button 4. Player click pass button and skip this turn   
Exception (Extension, Alternatives):  
4 – a) Players didn’t do any operation during the set time

System will do pass function automatically after set time over.  
  
Post-condition: Player has to click pass button to skip this turn.

Name: Game over hint  
Goal: User finished match and system show prompt message win or lose  
Actor: User  
Pre-condition: At least there is one player get rid of all the cards  
MSS:  
1. Player get rid of the last card   
2. System show “congratulation, you win！” or “Sorry, you lose”  
Exception (Extension, Alternatives):  
4 – a): Player has less than 3 cards left in the hand.

System will show prompt message to tell other players how many cards left in this player

Post-condition: User win/loose the match and get prompt message