**IBet application business logic** ( 2/22/14)

It should take me a month to write.

**The rules are:**

- Each person need to **login** to play,

if there are already **five players**, then sixth player will be on the **waiting list**.

- Maximum five players

- Any player can hit "**Play" any time**.

- The winner is **randomly selected**,

- The winning bet is dependent on number of players, max =$25,000.

**After each "Play" hit**

**-** display the **new winning amount**.

- **Empt**y players list

- move **waiting players** into avartar and players list

- Label "**Available" for non player** avartar, and waiting list should be empty

- **can not hit "play**" - if you are not current player and not login

- **Logout and wait** - you can login, become a player or on waiting list, **and logout,** and wait for other player to hit "play"

- **Unique by name** - Each current player or waiting player is **unique by name.** If you login as 'kieu', logout, then login again 'kieu'. you are the same 'kieu'.