

## Blackjack Use Case deskription

### Participating actors:

- Client
- Server

### Entry condition:

- Server is running
- Player runs application
- Player clicks Start Game

### Exit condition:

- Player clicks Main Menu or closes application
- Server stops running

### Event flow:

1. *Player clicks Deal Cards, Server returns Cards*
  - If Player Cards and Dealer Cards < 21, keep playing
  - If Player Cards is 21, call Blackjack, player wins -> click Reset
  - If Dealer Cards is 21, call Blackjack, dealer wins -> click Reset
2. *Player clicks Hit, Server returns Cards*
  - If Player Cards is < 21, keep playing
  - If Player Cards is > 21, call Over 21, dealer wins -> click Reset
3. *Player clicks Stand, Server returns Cards dependent on conditions*
  - If Dealer Cards is < 17, dealer hits
    - o If Dealer Cards > 21, call Over 21, player wins -> click Reset
    - o If Dealer Cards < 21 and > Player Cards, call dealer wins -> click Reset
    - o If Dealer Cards < 21 and < Player Cards, call player wins -> click Reset
    - o If Dealer Cards < 21 and = Player Cards, call draw -> click Reset
  - If Dealer Cards is => 17, dealer stands
4. *Player clicks Reset*
  - Start from step 1