

The Behrend Casino

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1 Introduction

1.1 Goals and objectives

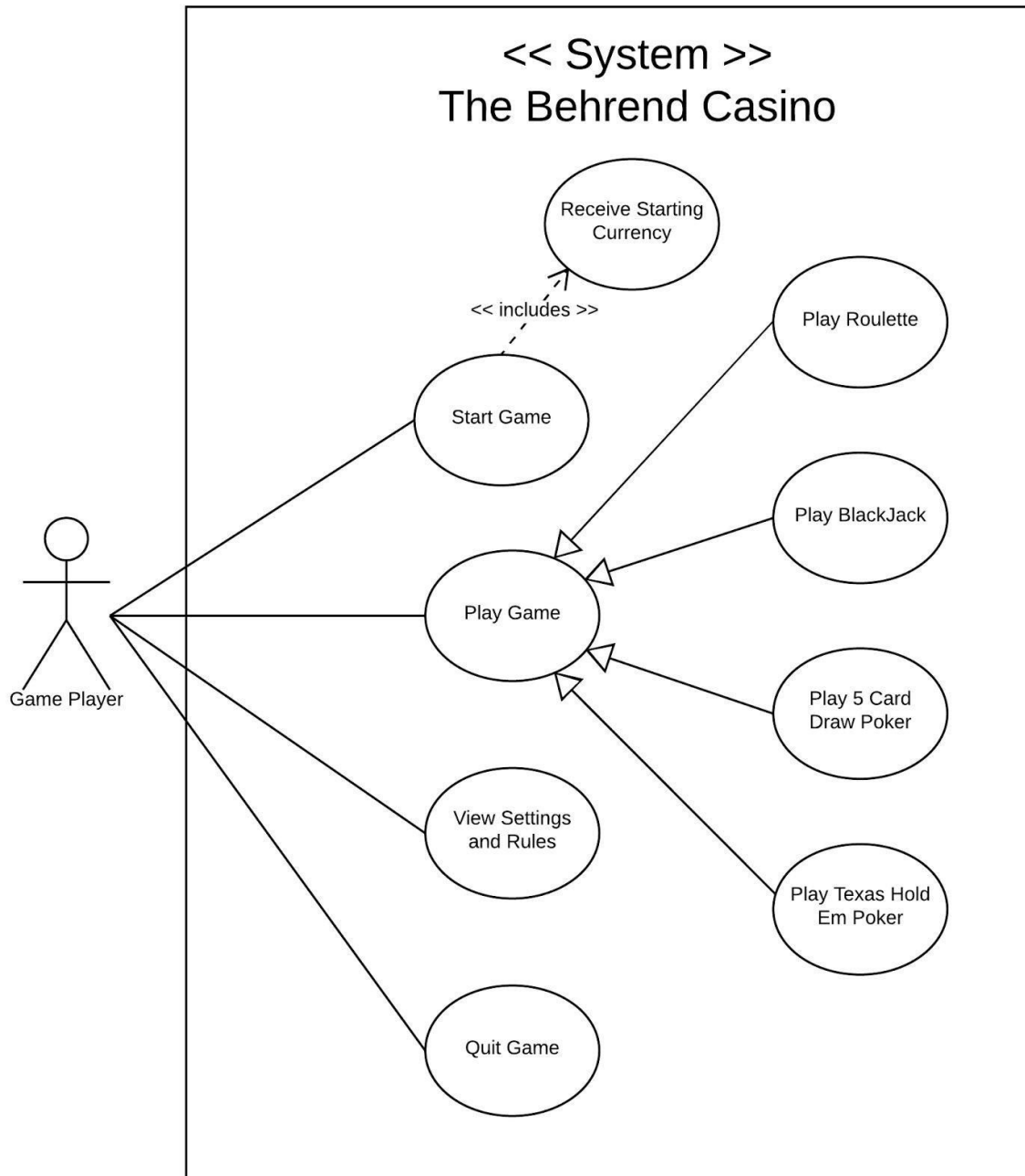
To create a single-player casino style game which features the following classics: blackjack, five-card draw poker, Texas hold'em poker, and roulette.

1.2 Product context

The end product may be downloaded to the user's computer and launched to begin the session, during which they will select the desired game and play with computer opponents where appropriate.

1.3 Statement of system scope

The software will provide entertainment to the users in the form of casino games, specifically card games and roulette. The user should be able to perform basic computer operations, as they will control the game session by first initiating a session, selecting a game, and partaking in betting to proceed through the typical course of play.



1.5 Definitions and Acronyms

Traditional casino-game vernacular should be understood by the user to effectively interpret the game session.

For all games:

Ante - the initial payment required to initiate game play; all players must “ante up” in order to secure a place in the game

Bet - an amount of currency placed on the user’s expectation of the outcome, whether it be their card hand or a pocket in roulette

Chip - the form of currency used in the game

For card games:

Suit - the pictorial category of a card; options are clubs, diamonds, spades, and hearts

Rank - the card level, which can be Ace, 1-9, Jack, Queen, or King

Hand - a group of cards held by the user

Call - to match the bet of the other players in order to stay in the game; for example, if Player 1 bets 10 chips on their hand, all players must “call” to stay in the game by matching this 10 chip bet

Raise - to increase the call amount; for example, if Player 1 bets 10 chips on their hand, Player 2 may raise the amount to 20 chips if they are confident in their hand

Fold - to remove yourself from the round, usually due to an undesirable hand

For blackjack:

Blackjack - a hand comprised of an ace and a face card or 10

Hit - to elect to be dealt another card

Stay - to elect to not be dealt another card

For Texas hold ‘em:

Flop - the initial 3 cards flipped after betting that a user can build their hand off of

Turn - the 4th card flipped after the second round of betting off which a user can build their hand

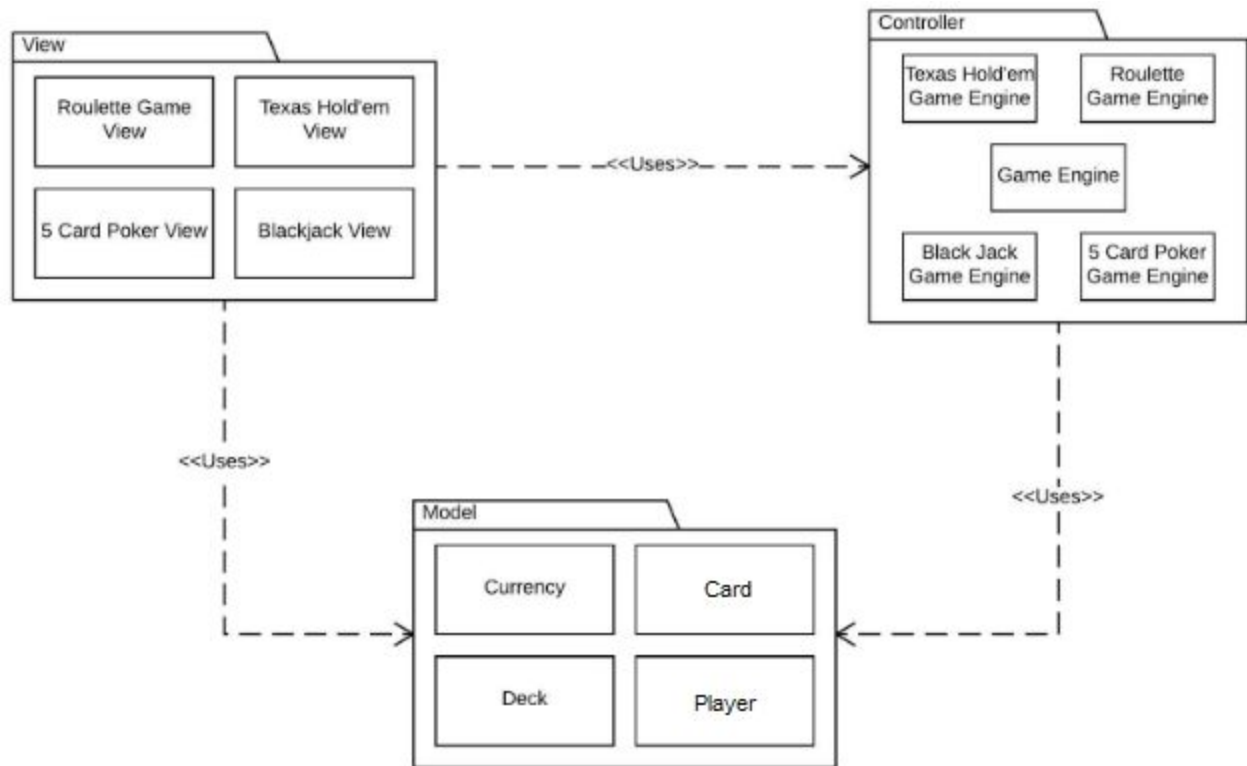
River - the 5th card flipped after the third round of betting off which a user can build their hand

For roulette:

Pocket - a numbered location on the table

2 Architectural design

2.1 System Architecture



2.2 Design Rationale

A model-view-controller package design was selected due to the fact that it is well-suited for use in most gaming software. It emphasizes the separations and relationships among the view -- or what is visible to the user, the model -- or the components that are used to construct the current view, and the controller -- or the behind-the-scenes logic- and calculation-based engines.

3 Key Functionality design

3.1 The Behrend Casino

3.1.1 The Behrend Casino Use Cases

| <i>Use Case</i> | <i>#1: Start Game</i> |
|--------------------------|--|
| Goal in Context | Start the application and begin playing |
| Scope | The Behrend Casino Game |
| Level | Primary Task |
| Primary Actor | Human Game Player |
| Preconditions | The application has not been launched |
| Minimal Guarantee | The application will fail to launch |
| Success Guarantee | The game player will reach a point at which (s)he can choose a specific game |
| Trigger | The game player executes the game system |
| Success Scenario | Action Step |
| 1 | The player launches the game application |
| 2 | The system responds and begins execution |
| 3 | The player indicates that they would like to begin a new game |
| 4 | The system allows the player to select the desired game |
| 5 | The player selects the desired game |
| 6 | The system acknowledges the player's request |
| Extension Step | Branching Action |
| 2a | The system fails to launch |
| | 2a1: The system displays a message regarding the failure |

| Use Case | #2: View Settings and Rules |
|--------------------------|--|
| Goal in Context | View the settings and rules of the various games |
| Scope | The Behrend Casino Game |
| Level | Primary Task |
| Primary Actor | Human Game Player |
| Preconditions | The application has been launched |
| Minimal Guarantee | The settings and rules fail to display |
| Success Guarantee | The player may view all rules and change settings as desired |
| Trigger | The game player selects to view the settings and rules |
| Success Scenario | Action Step |
| 1 | The player selects to view the settings and rules |
| 2 | The system displays the general settings and choices of games |
| 3 | The player may alter various settings |
| 4 | The player selects the particular game for which (s)he would like to view the rules |
| 5 | The system displays the rules of the specified game |
| 6 | The player reads the rules, and exits the settings and rules component |
| Extension Step | Branching Action |
| 2a | The system fails to display the settings and game choices |
| | 2a1: The system displays a message regarding the failure |
| 3a | The player attempts to perform an invalid change |
| | 3a1: The system displays a message informing the player that this request is invalid |

| Use Case | #3: Receive Starting Currency |
|--------------------------|---|
| Goal in Context | Receive virtual chips used for gameplay |
| Scope | The Behrend Casino Game |
| Level/Goal | Primary Task |
| Primary Actor | Human Game Player |
| Preconditions | The player has chosen to start game |
| Minimal Guarantee | The system will fail to allot an initial currency to the player |
| Success Guarantee | The player will receive his/her starting currency |
| Trigger | The game player has selected to start a new game |
| Success Scenario | Action Step |
| 1 | The system prompts the player to receive a starting currency assignment |
| 2 | The player affirms the prompt request |
| 3 | The system generates and displays the player's starting currency |
| 4 | The player affirms their newly-assigned currency amount |
| Extension Step | Branching Action |
| 1a | The system fails to prompt the player to receive currency |
| | 1a1: The system displays a message regarding the failure |
| 3a | The system fails to generate and/or display the starting currency |
| | 3a1: The system displays a message regarding the failure, and returns the user to that initial screen |

| Use Case | #4: Quit Game |
|--------------------------|--|
| Goal in Context | Quit the game and exit the application |
| Scope | The Behrend Casino Game |
| Level | Primary Task |
| Primary Actor | Human Game Player |
| Preconditions | The player has launched the application |
| Minimal Guarantee | The system will fail to close |
| Success Guarantee | The system will be terminated successfully |
| Trigger | The game player has selected to quit the game |
| Success Scenario | Action Step |
| 1 | The player selects to quit the game |
| 2 | The system displays a message, which verifies the player's choice |
| 3 | The player verifies their choice to quit the game |
| 4 | The system ends the session, and terminates |
| Extension Step | Branching Action |
| 4a | The system is unable to terminate |
| | 4a1: The system notifies the player that it is currently unable to terminate |

| Use Case | Play 5 Draw Poker |
|------------------------------|--|
| Goal in context | Play any number of rounds of 5 Cards Draw Poker |
| Scope | Behrend Casino Game System |
| Level | Primary Task |
| Primary Actor | Human Game Player |
| Preconditions | User is in select game menu |
| Minimal Guarantee | Player is unable to play the game |
| Success Guarantee | One round has been played, user can continue playing for more rounds of the same game. |
| Main Success Scenario | Action Steps |
| 1. | The user pays buy-in amount |
| 2. | The system AI (Dealer) draws 5 cards (facing down/hidden) to the user |
| 3. | The system enables the user to see values of the cards in hand |
| 4. | The user is asked to place bet |
| Extension Step | Branching Action |
| 4a | The system does not detect a bet, game session terminates |
| 4a1 | 4a1: The user is asked by the system if a new session is wished to be started |
| 5. | The system detects a placed bet, enable user to draw up-to 3 cards from deck to replace any from current user hand |

| | |
|------------------------------|---|
| <i>Extension Step</i> | Branching Action |
| 5a | The system does not detect a bet, game session terminates |
| 5a1 | 5a1: The user is asked by the system if a new session is wished to be started |
| 6. | The system starts second round of betting |
| 7. | The system detects a placed bet, final round begins and user sets hand in the table |
| <i>Extension Step</i> | Branching Action |
| 7a | The system does not detect a bet, game session terminates |
| 7a1 | 7a1: The user is asked by the system if a new session is wished to be started |
| 8. | The user with best hand wins the round |
| 9. | The user buys in again or exits the game |

| Use Case | Play Texas Hold'em |
|-----------------------|--|
| Goal in context | Play any number of rounds of Texas Hold'em |
| Scope | Behrend Casino Game System |
| Level | Primary Task |
| Primary Actor | Human Game Player |
| Preconditions | User selects game from menu |
| Minimal Guarantee | Game fails and player is unable to play the game |
| Success Guarantee | One round has been played, user can continue playing for more rounds within the same game. |
| Main Success Scenario | Action Steps |
| 1. | The user pays buy-in amount |
| 2. | The dealer, small blind, and big blind chips are distributed starting with user and |
| 3. | Round starts with the system AI (Dealer) dealing two cards to all players |
| 4. | The system enables the user to see values of the cards in hand |
| 5. | Starting from the small blind and continuing left players ante up/call |
| 6. | The system detects end of betting and flips three cards. |
| 7. | Repeat step 5 |
| 8. | The system detects end of betting and flips one card |
| 9. | Repeat steps 5 and 8 |

| | |
|------------------------------|---|
| 10. | All players flip cards |
| 11. | System detects winning hand and that player receives the pot |
| 12. | System detects if each player has money. When a player runs out of money they are forced to leave the table. |
| 13. | Rotate the dealer, big blind, and small blind chips to the left |
| 14. | Start round over from step 3 |
| <i>Extension Step</i> | Branching Action |
| 5a | Player can raise |
| 5a1 | When someone raises the calling, folding, or raising (if not given the chance yet) starts over and must go around the table back to the player that raised |
| 5b | Player can fold |
| 5b1 | When a player folds they are skipped until the end of the round |
| 5b2 | All players fold and remaining player wins pot |
| 11a. | Two players have the same hand so they split the pot evenly |
| 12a. | The user is the last player left. They are forced to leave table and keep their winnings. |

| Use Case | Play Blackjack |
|-----------------------|--|
| Goal in context | Play any number of rounds of Blackjack |
| Scope | Behrend Casino Game System |
| Level | Primary Task |
| Primary Actor | Human Game Player |
| Preconditions | User is select game menu |
| Minimal Guarantee | Player is unable to play the game |
| Success Guarantee | One round has been played, user can continue playing for more rounds of the same game. |
| Main Success Scenario | Action Steps |
| 1. | The user pays buy-in amount |
| 2. | The system AI (Dealer) draws 2 cards (one facing down, one facing up) to the user |
| 3. | The system enables the user to see values of the cards on table |
| 4. | The user hits |
| 5. | The system detects a winner and distributes winning amount |
| Extension Step | Branching Action |

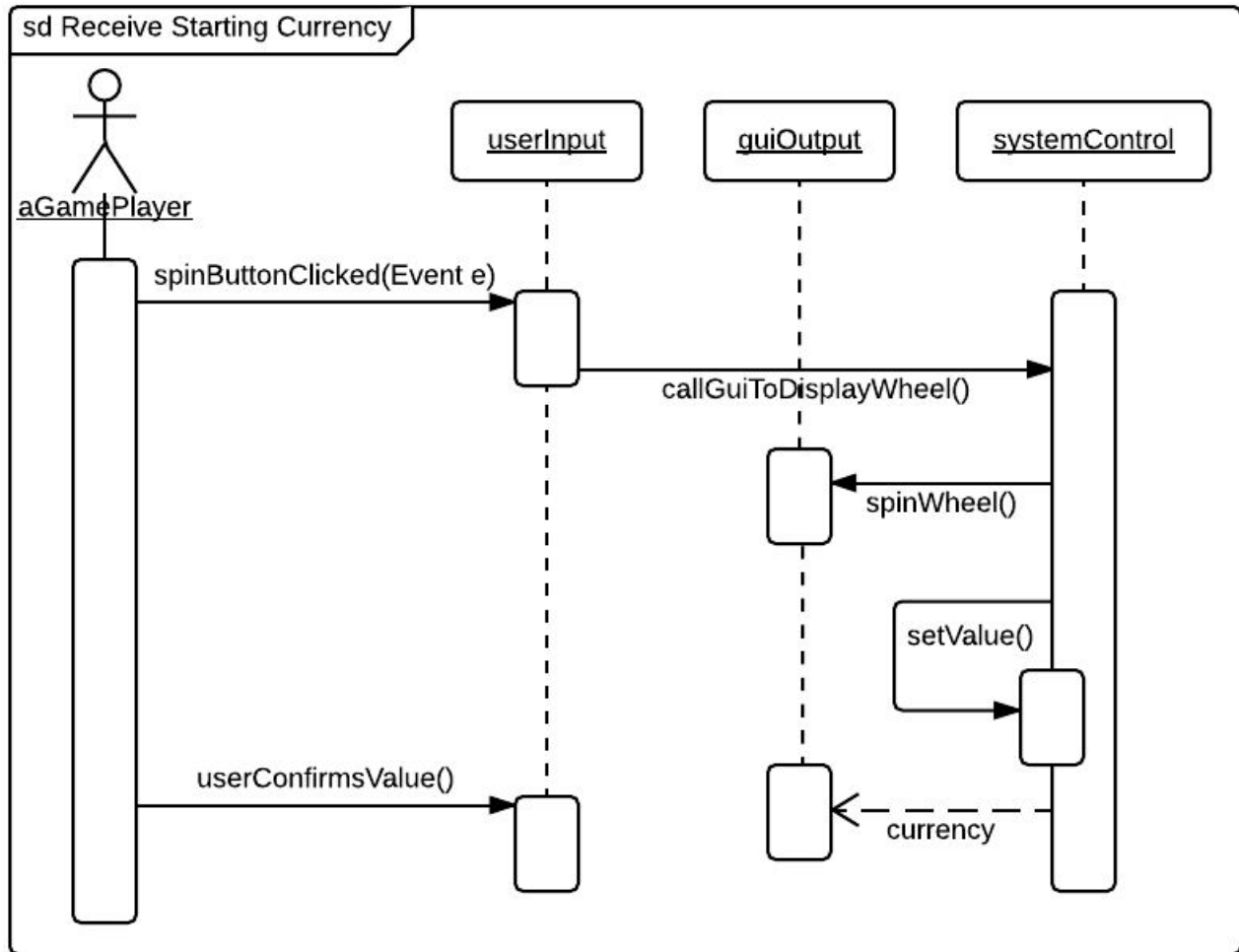
| | |
|------------|---|
| 4a | The user cannot hit anymore |
| 4a1 | The user selects to stay |
| 5a | The system does not detect a response, game session terminates |
| 5a1 | 5a1: The user is asked by the system if a new session is wished to be started |

| Use Case Roulette Wheel | |
|------------------------------|--|
| Goal In Context | Simulate the experience of Roulette |
| Scope | Play Roulette |
| Primary Actor | User |
| Preconditions | The User has enough in game currency |
| Minimal Guarantee | The User plays Roulette |
| Success Guarantee | The User increases his/her in-game currency |
| Trigger | The User “spins” the wheel |
| Success Scenario | Action Step |
| 1 | The Roulette Game prompts the User to select number(s), or color. |
| 2 | The Roulette Game prompts the User to place a bet, then spin the wheel |
| 3 | The Roulette Game spins the wheel, randomly selecting a number |
| 4 | The Roulette Game checks to see if User has a matching number/color and has won |
| 5 | The Roulette Game pays out the User’s winnings, and adjust User’s in-game currency |
| 6 | Repeat at step one |

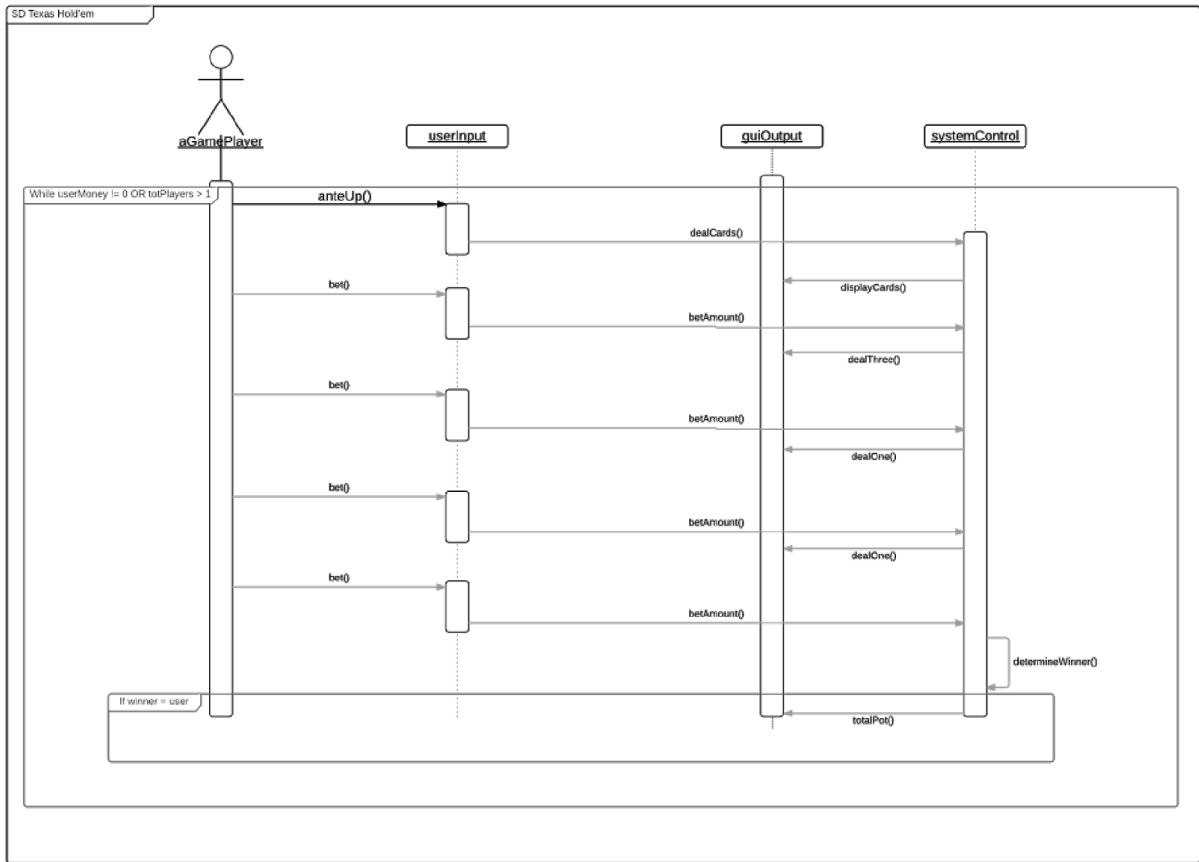
| Extension Step | Branching Action |
|----------------|---|
| 4a,5a | No Matches, Positive Balance |
| | A1: The Roulette Game does not pay out winnings |
| | A2: The Roulette Game waits for the User's next spin (Restarts at Step 1) |
| 4b,5b | No Matches, Zero Balance |
| | B1: The Roulette Game does not pay out winnings |
| | B2: User is prompted he has run out of in-game currency and is returned to Main Menu. |

3.1.2 Processing sequence for Behrend Casino

The Behrend Casino game will begin with a title screen where the user can select to start a game session. Next, the user will be assigned a random initial currency. From there, the user may select which of the four games he or she would like to play, and the chosen game will begin.



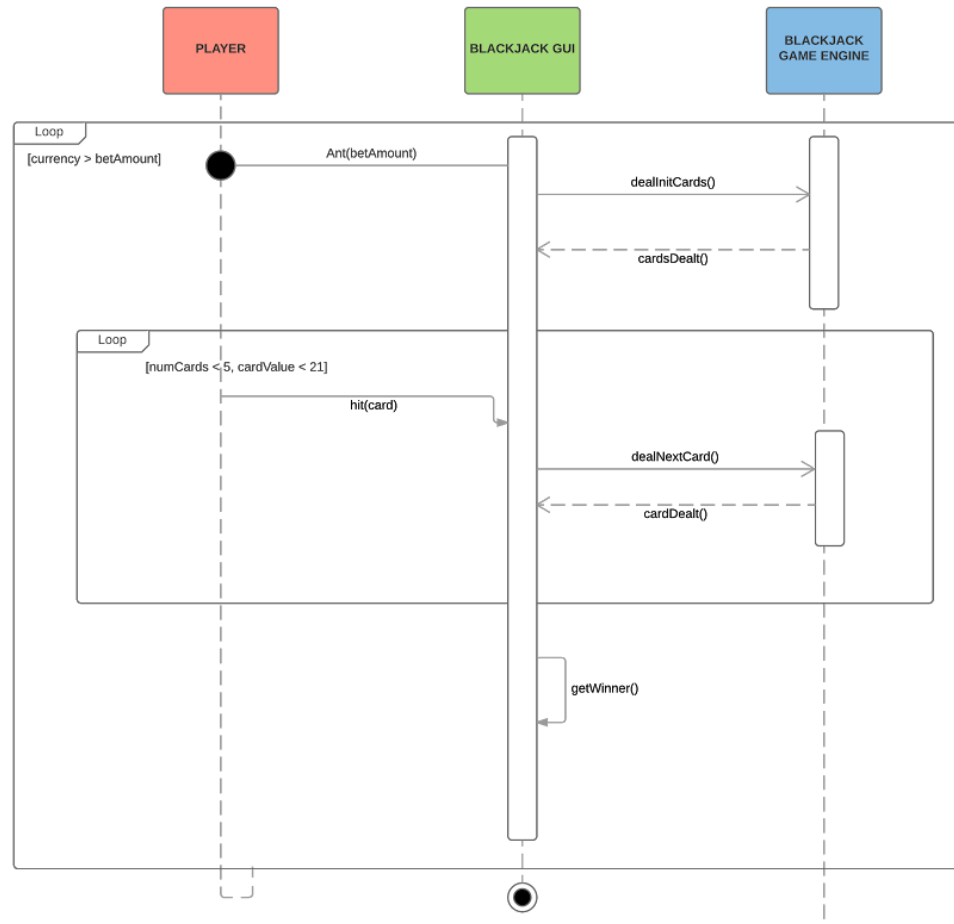
Shown above is the Receive Starting Currency sequence diagram. First, the user spins the wheel by clicking the “Spin!” button. The spinning wheel will then be displayed to the `guiOutput` object. The `systemControl` generates a random value from 300 to 900, and this randomly-generated value is returned and displayed to the `guiOutput`. The user confirms this value, and the sequence is complete.



The sequence begins with a while loop because once a user has started the game it will continue as long as they have money, and as long as they aren't the last player. Once inside the while loop each round begins with the user paying an ante (an initial payment to participate in each round). After the ante is paid then the round begins with the user receiving his cards. Next, the first round of betting begins followed by the flop (turning of three cards for a user to build their hand off of). Another round of betting follows this along with the turn (the turning of one card for a user to build their hand off of). There is then one more round of betting before the river (the final card flipped to build a hand off of). Finally, the user can bet one more time and then compares their hand to the other players. If the user wins then they receive all the bets and the next round begins.

BLACKJACK SEQUENCE DIAGRAM

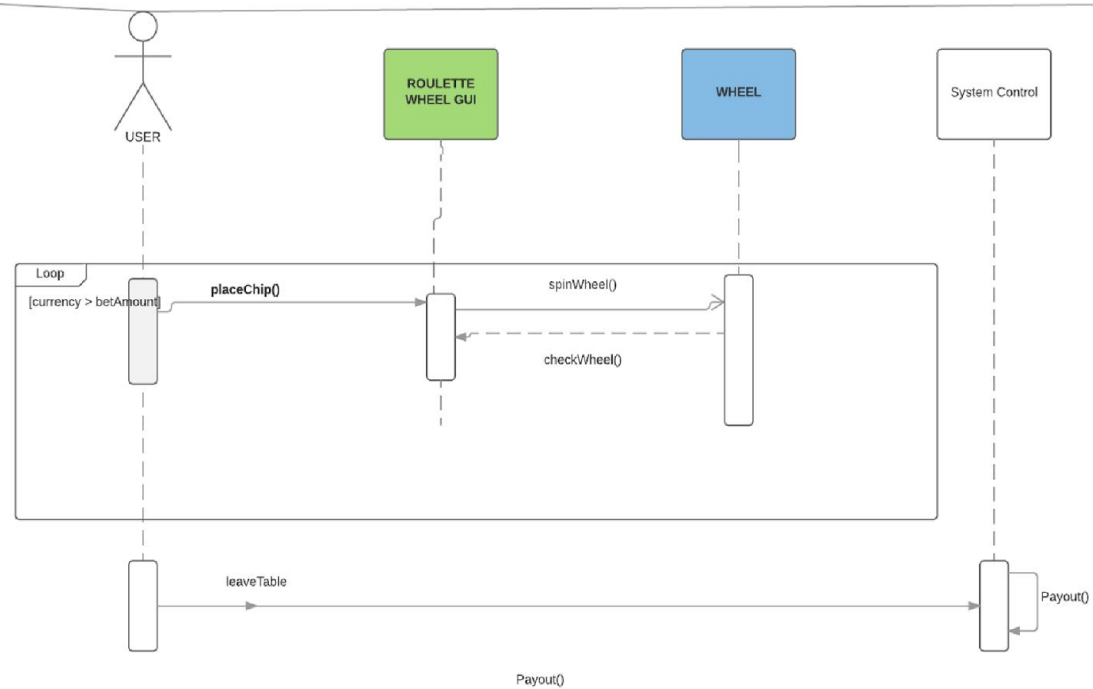
Team 1 | December 12, 2017



The sequence begins when the player places a bet, and the bet is subtracted from the player's currency. The dealer will deal 2 cards to the player and after the user stays or hits, the dealer will deal 1 card until the player either has 5 total cards, a value of 21, or the user chooses to stay. The winner is then determined and winnings are distributed. The sequence repeats if the user so chooses.

ROULETTE SEQUENCE DIAGRAM

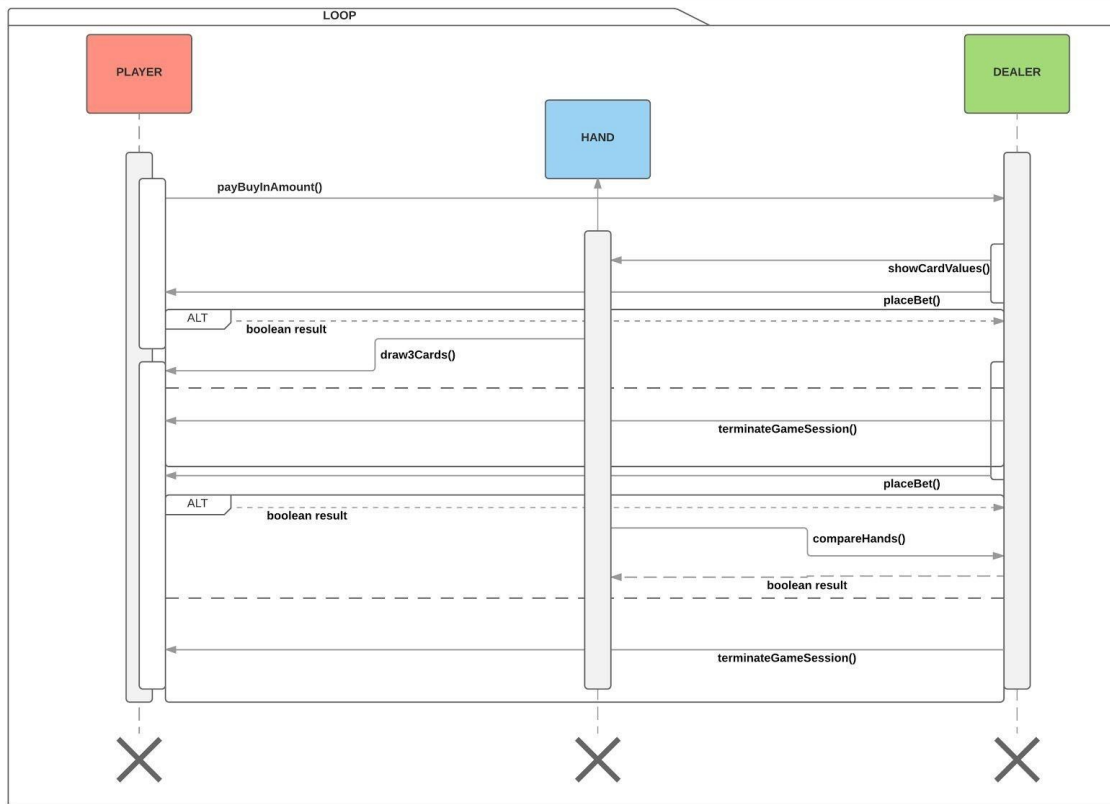
Max Whiteman | October 6, 2017



The roulette game sequence begins with an ongoing loop which verifies that the user's currency exceeds the required bet amount. If this is true, then the `placeChip()` method of the GUI object is referenced. Next, the wheel is spun and its value is checked. In the case that the overarching loop is not satisfied, the user leaves the table and the system control self-references the `payout()` method to determine the winner and their amount gained.

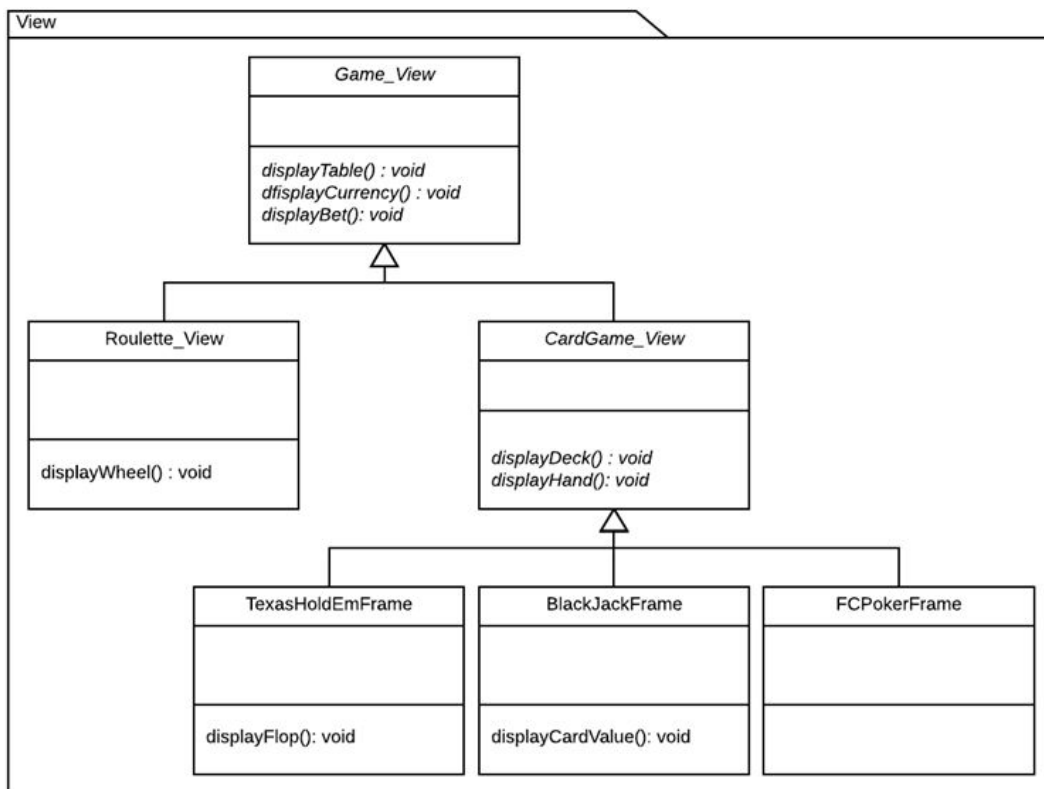
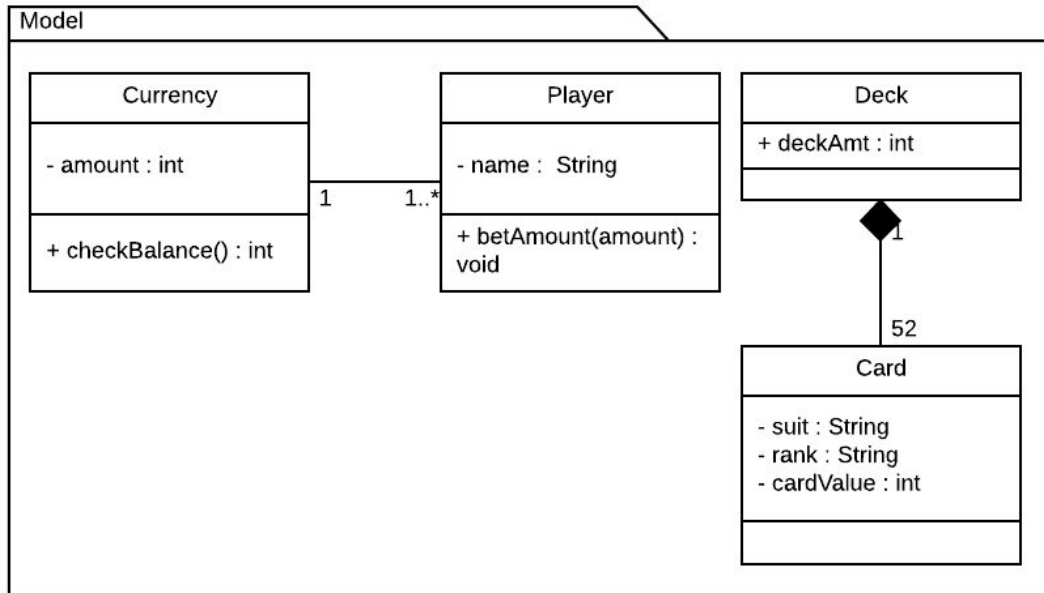
SEQUENCE DIAGRAM FOR FIVE CARD POKER

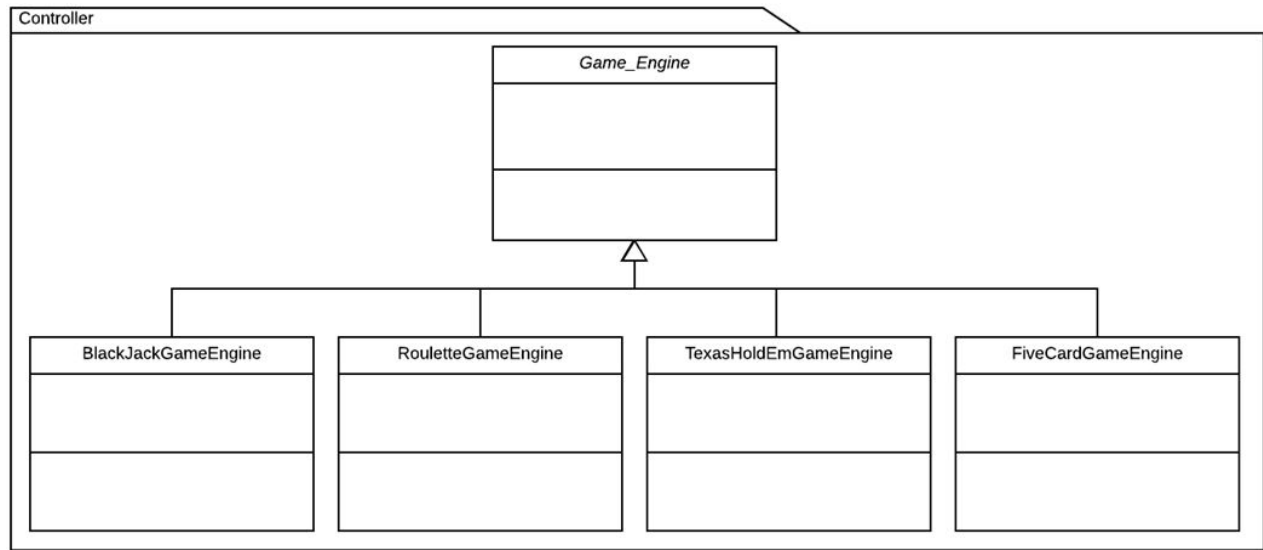
Fernando Carrillo | October 6, 2017



For Five Card Poker, the player is asked by the dealer initially to pay the buy-in amount. Then the dealer will reveal the cards set on the table by flipping them. The game consists of two rounds of betting. If the player calls/raises the bet and returns true to the dealer in both rounds, then the dealer compares the hands of all the players and determines a winner. Player is then able to choose if he wishes to start another game session.

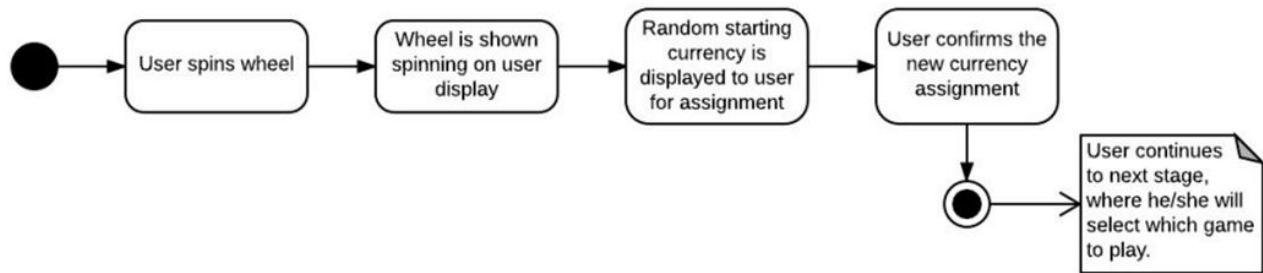
3.1.3 Structural Design for the Behrend Casino



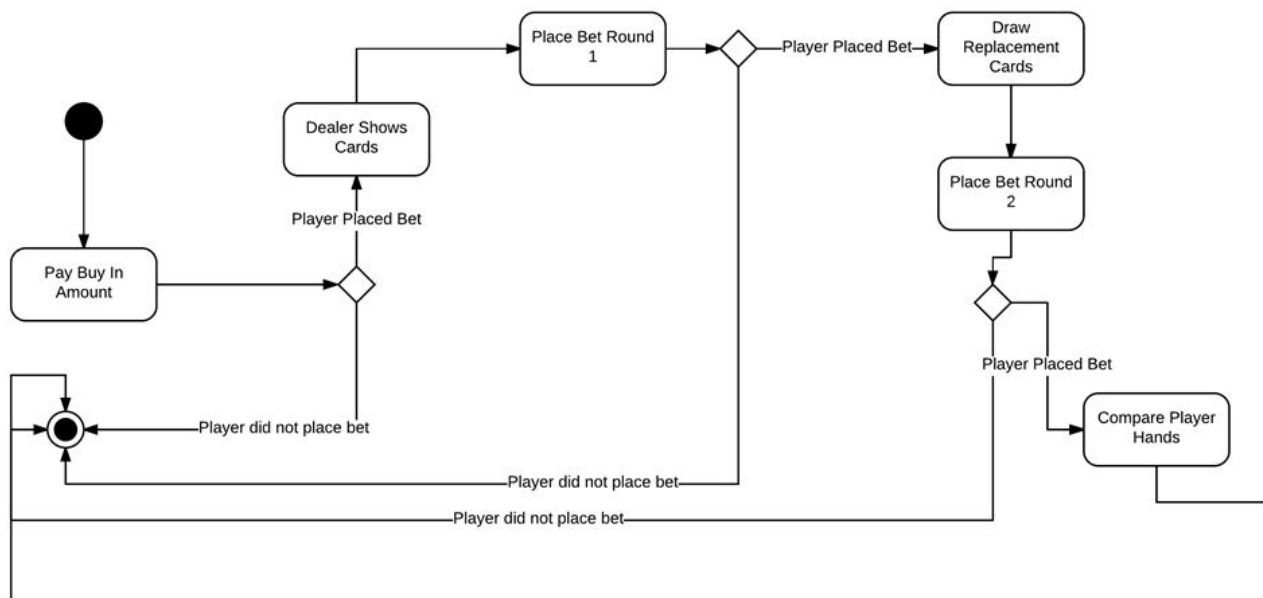


3.1.4 Key Activities

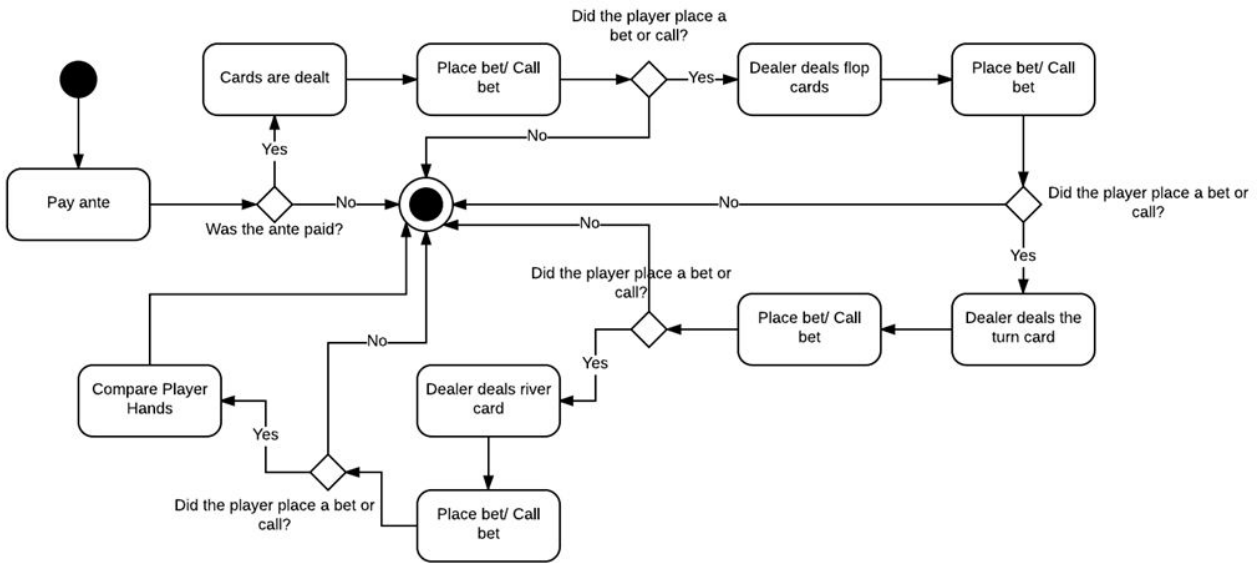
Receive Starting Currency:



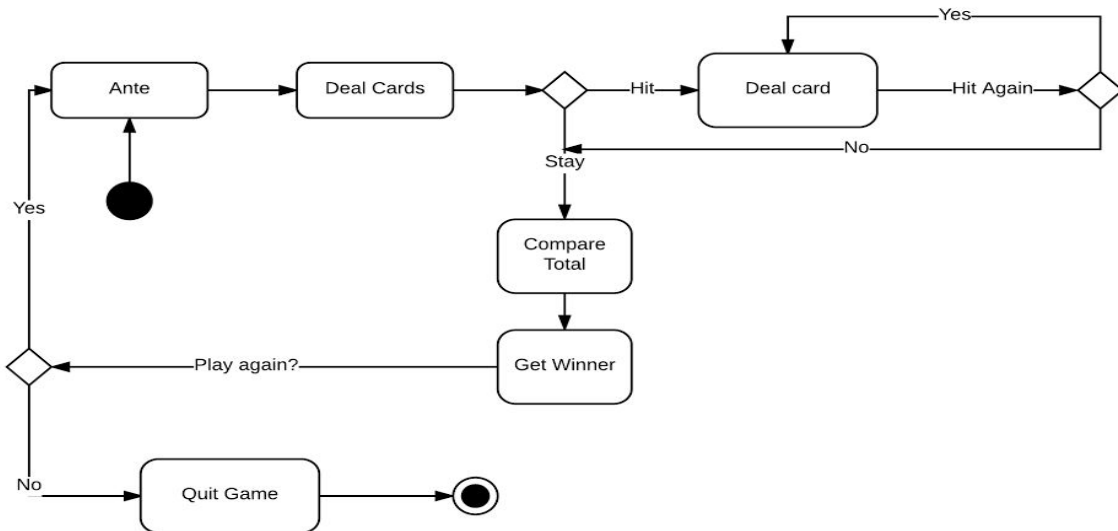
Play 5 Card Poker:



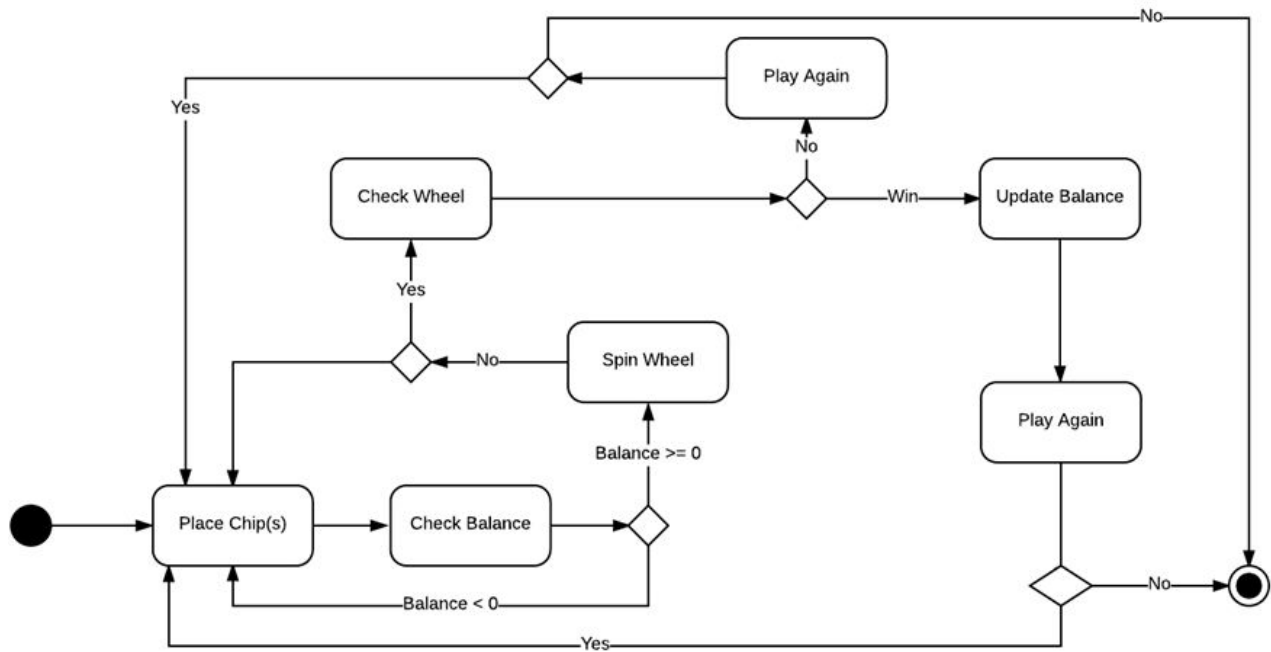
Play Texas Hold 'Em Poker:



Play BlackJack:



Play Roulette:



3.1.5 Software Interface to other components

This is not applicable to the Behrend Casino game system.

4 User interface design

4.1 Interface design rules

The software system has no rigid design rules, but consistency among the game screens is a goal.

4.2 Description of the user interface

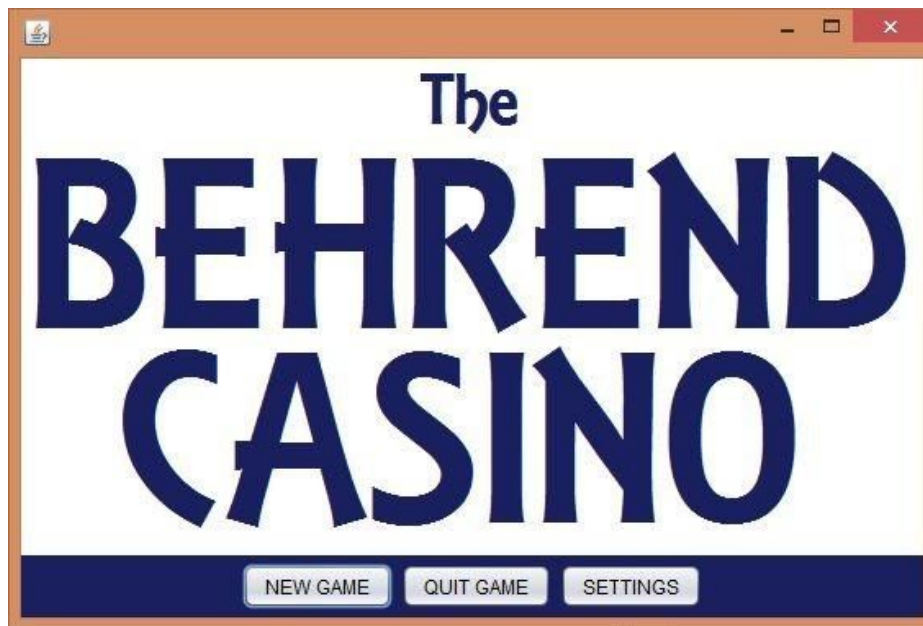
The user interface (UI) is an easy-to-understand visual representation of the game selections and sessions.

4.2.1 Main Title Page

The main title page allows the user to select to start a new game, to quit the application, or to view settings.

4.2.1.1 Screen Images

Shown below is the Title Screen, which will be the initial screen viewed upon launching the application.



4.2.1.2 Objects and Actions

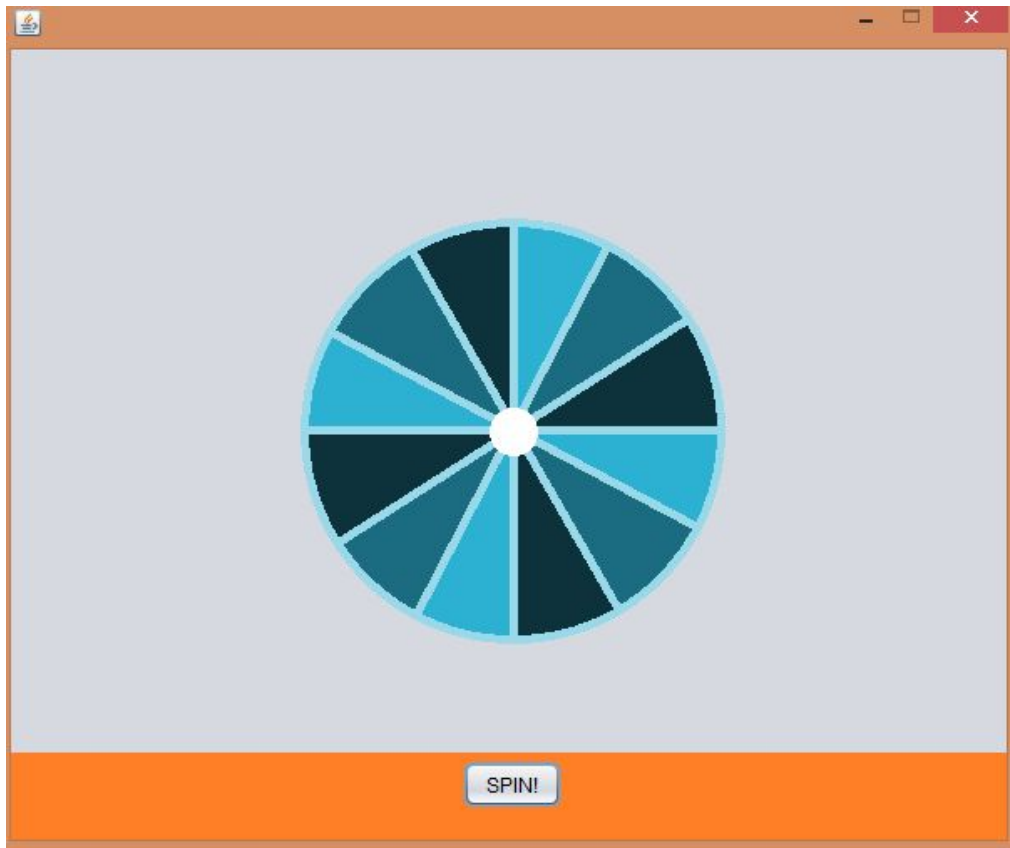
The "New Game" button will prompt the launch of the Initial Currency Assignment page, which is described later. The "Quit Game" button will terminate the application. The "Settings" button will launch game rules.

4.2.2 Initial Currency Assignment Page

The initial currency assignment page contains a wheel graphic which will rotate to simulate true-to-life wheel spinning.

4.2.2.1 Screen Images

Shown below is the initial currency assignment screen. The wheel graphic rotates when the user clicks on the “Spin!” button.



4.2.2.2 Objects and Actions

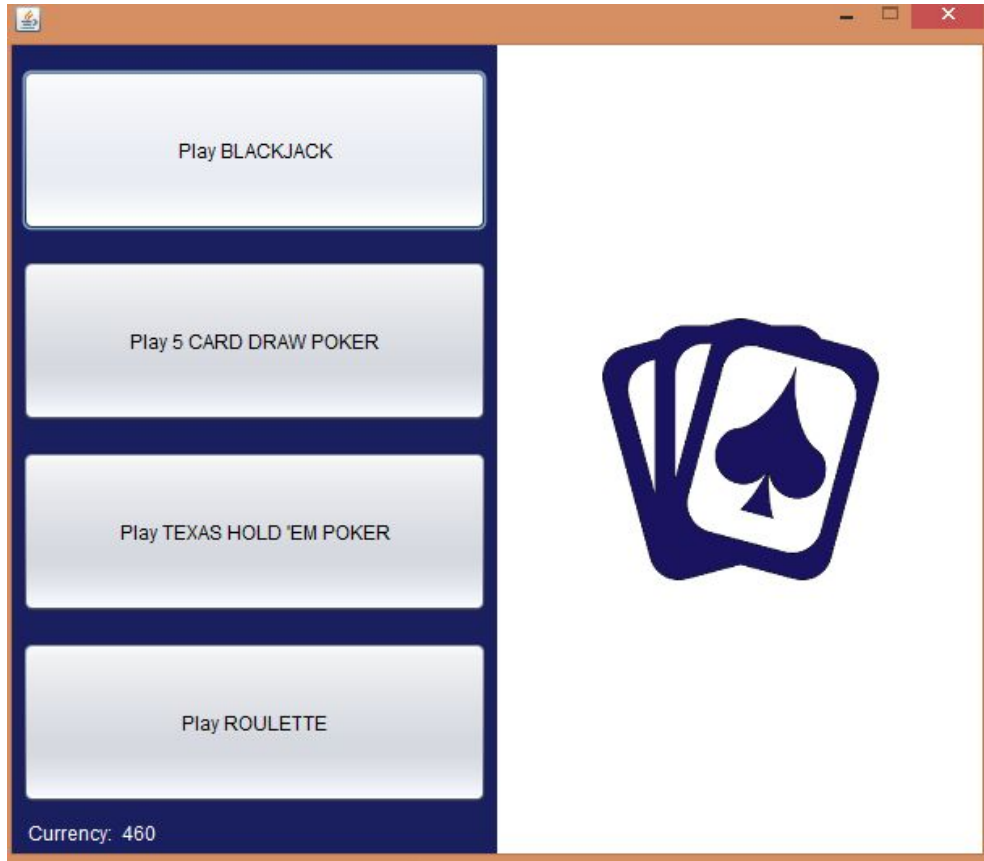
The initial currency assignment page's wheel graphics will spin when the user clicks on the “Spin!” button. This will then generate a random value of initial currency from 300 to 900 chips which will be assigned to the user; they will use this currency and add or subtract to it depending on their subsequent game performance.

4.2.3 Game Selection Page

The game selection page allows the user to directly specify which of the four available casino classics they would like to play, by clicking a button.

4.2.3.1 Screen Images

Shown below is the game selection screen, where after the initial currency assignment, the user may select which game to play.



4.2.3.2 Objects and Actions

The button click will begin a new session of the specified game for the user to play. The user currency is displayed at the bottom-left of the screen.

4.2.4 Five Card Poker Game Page

The Five Card Poker game interface is composed of a casino table, a section for the five player cards (player's current hand in play), and common Five Card game playing action buttons such as Check, Call, Raise, Fold, Menu.

4.2.4.1 Screen Images

Shown here is the complete interface for the Five Card Poker game.



4.2.4.2 Objects and Actions

Users will use the Check button if no other bet raises were made by other players, which will then let the player continue to another round in the game. Call button is used to bet the amount raised by any other player and continue to next round. Raise and Amount slider will be used by the player if he wishes to place a bigger bet during any of the two betting rounds. Fold button is for the player to discard his current hand and forfeit the current game session. The Menu button will function as a typical game menu button, where the user clicks it and a list of options appear in the middle of the screen (eg. Quit, Options).

4.2.5 Texas Hold'Em Game Page

The Texas Hold Em Page allows the user to partake in a game session alongside computer users.

4.2.5.1 Screen Images

Featured below is the Texas Hold Em game page.



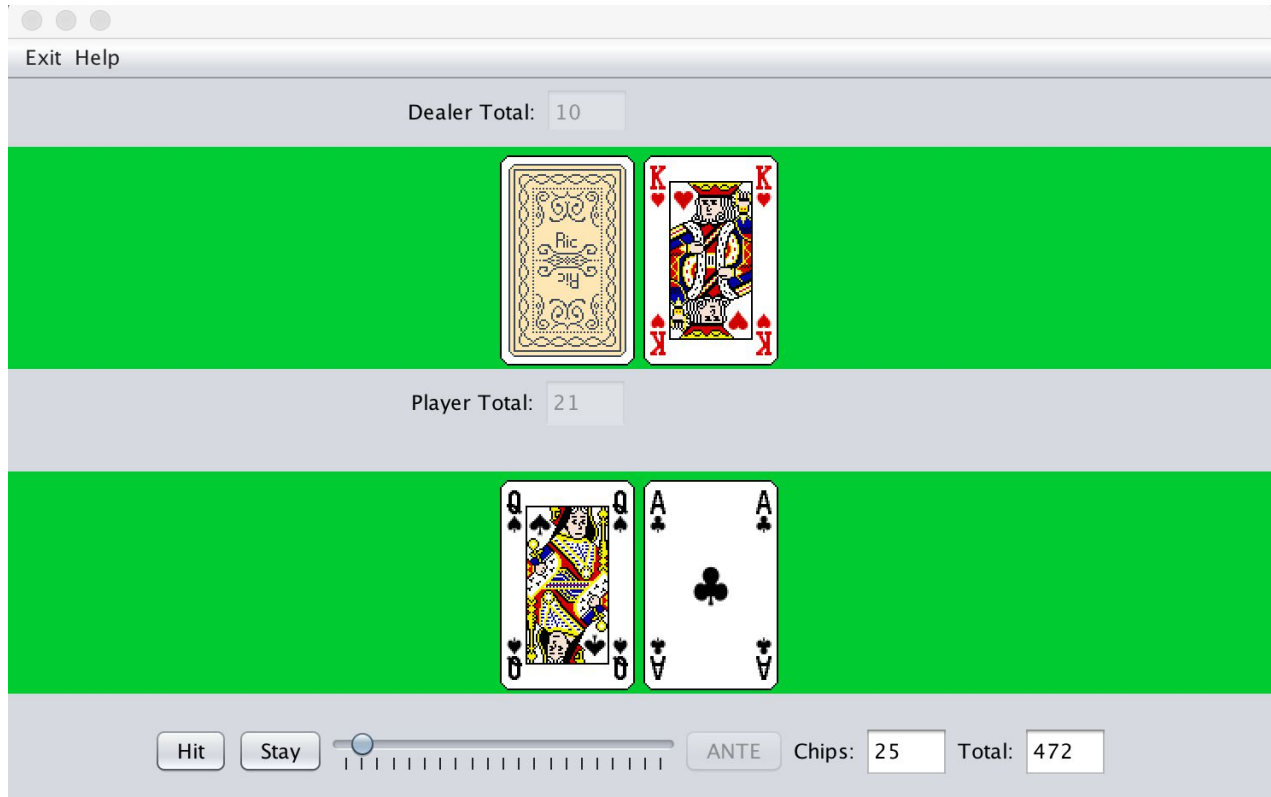
4.2.5.2 Objects and Actions

The Texas Hold Em game features its unique “river” at the table’s center. At the panel’s south end, the user sees a slider which may be used to select their bet amount, as well as three buttons: Fold, Call/Check, and Raise. The user may use these buttons to decide their next move in the game round. The user’s two individual cards are shown towards the bottom-right of the form.

4.2.6 BlackJack Game Page

4.2.6.1 Screen Images

Shown here is the BlackJack play screen. The ANTE bet is subtracted from the user's total currency. The user then plays through the game until exited or changed to a different game.



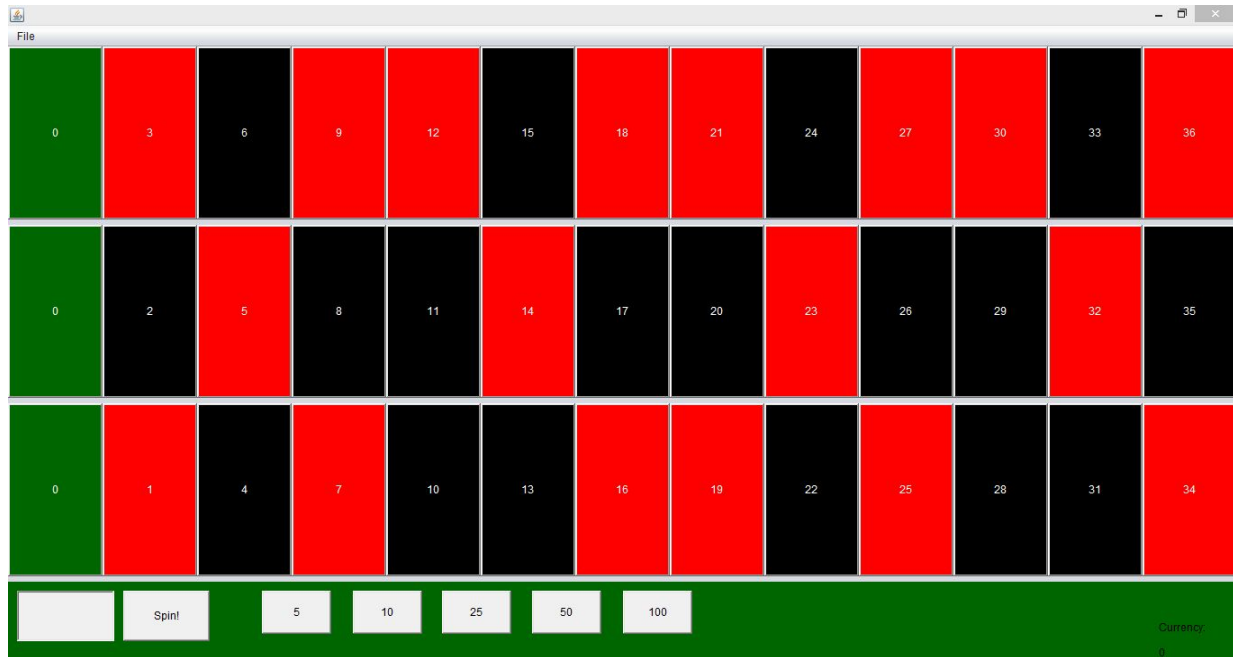
4.2.6.2 Objects and Actions

The game begins when the user selects desired amount to bet and the Bet button is hit. The desired amount is then subtracted from the Chips tracker. To progress through the game, the user must press Hit or Stay depending on the situation.

4.2.7 Roulette Game Page

4.2.7.1 Screen Images

Shown below is the roulette game page, where the user may partake in a session by utilizing the clickable pockets.



4.2.7.1 Objects and Actions

The user may click on a chip value button located within the bottom panel of the frame. The user will then click on the pocket on which they'd like to place a corresponding bet. Once the user has placed all desired bets, they should click on the "Spin!" button. This button will generate a random number on the board. If they had selected a winning number, they will win the corresponding bet amount. If they did not choose the winning number, the user loses and all spent currency remains lost to the game.

5 Restrictions, limitations, and constraints

- OSX or Windows operating system
- System security must permit Java Archive (.jar) files

6 Testing Issues

Test strategy and preliminary test case specification are presented in this section. Additional test cases are located in the Appendix section in spreadsheet format.

6.1 Classes of tests

- Performance Test – ensure that the response time for information retrieval is within an acceptable range.
- Accuracy Test – determine if system control returns the expected results.
- User Interface Test – make sure the user interface is clear and easy to use with all types of users
- Repeatability Test – The software returns the same result for repeated queries.

6.2 Expected software response

- Performance Test – all activities should respond within 30 seconds.
- Accuracy Test – User wins when appropriate and loses when appropriate; the system control should select the correct outcome
- User Interface Test – Unfamiliar user can use the interface with minimal instruction and achieve the desired results
- Repeatability Test – If an identical game scenario is repeated, then the same outcome is reached by the system control

6.3 Performance bounds

- All activities done by the software should respond within 30 seconds.

7 Appendices

7.1 Packaging and installation issues

User should ensure that some version of Java is available on their machine to ensure smooth execution.

7.2 Test Plan

Shown below are test plans for the various games.

| Game | Action | Expected Outcome | Actual Outcome | Status |
|-----------------|---|--|--|--------|
| BlackJack | User does not click "Ante" button | Gameplay does not start | Gameplay does not start | Pass |
| | User clicks "Ante" button | Gameplay starts, cards are dealt and shown | Gameplay starts, cards are dealt and shown | Pass |
| | User clicks "Hit" button | User is dealt additional card | User is dealt additional card | Pass |
| | User clicks "Stay" button | User hand is unchanged | User hand is unchanged | Pass |
| | User total exceeds 21 | User loses due to bust - system notifies of this | User loses due to bust - system notifies of this | Pass |
| | Dealer total is less than or equal to 16 | Dealer AI "hits" | Dealer AI "hits" | Pass |
| | Dealer total is greater than 16 | Dealer AI "stays" | Dealer AI "stays" | Pass |
| | Dealer total exceeds 21 | Dealer loses due to bust - system notifies of this | Dealer loses due to bust - system notifies of this | Pass |
| | Dealer total equals user total at end of round | Dealer wins | Dealer wins | Pass |
| | Dealer total exceeds user total but is 21 or less | Dealer wins | Dealer wins | Pass |
| | User total exceeds dealer total but is 21 or less | User wins | User wins | Pass |
| | | | | |
| Five Card Poker | User does not click on "Ante" button | Gameplay does not start | Gameplay does not start | Pass |
| | User clicks "Ante" button | Gameplay starts, initial cards are dealt, first round of betting begins | Gameplay starts, initial cards are dealt, first round of betting begins | Pass |
| | User moves Bet sliders and clicks "Bet" button | User places bet, AI players bet or call, Total Owed Amount to Table for player updates | User places bet, AI players bet or call, Total Owed Amount to Table for player updates | Pass |
| | User clicks "Call" button | Player clears his bet amount owed to the table | Player clears his bet amount owed to the table | Pass |
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| | | and AI players bet or call | and AI players bet or call | |
| | User clicks "Fold" button | User goes back to Game Selection Menu | User goes back to Game Selection Menu | Pass |
| | User selects 3 cards to replace before placing first a bet or call, then clicks "Submit" button | User gets a warning saying "Need to place a bet before replacing cards" | User gets a warning saying "Need to place a bet before replacing cards" | Pass |
| | User selects more than 3 cards to replace and then clicks "Submit" button | User gets a warning saying "No more than 3 cards can be replaced" | User gets a warning saying "No more than 3 cards can be replaced" | Pass |
| | User/AI bet or call until they depleted their currency or no player owes currency to the table after round 2 of betting | The system compares all of the player hands and a winner is selected | The system compares all of the player hands and a winner is selected | Pass |
| | | | | |
| Texas Hold'em | The user presses any button on the bottom of the screen | The betting rounds will begin. The AI's moves will be displayed in the message box. | The betting rounds began and the AI's moves are displayed. | Pass |
| | The user presses check/call | If the owed amount is equal to zero then the message box will say the user checked. Otherwise it will say the user called the amount owed. The owed amount is deducted from the player's currency and added to the pot for the round. | The message box displays "user checked" or "user calls #" depending on the owed amount. The owed amount is deducted from the player's currency and added to the pot. | Pass |
| | The user moves the JSlider | It changes the text box next to it which is the bet amount desired. | The text box changes according to the JSlider. | Pass |
| | The user presses the bet/raise button | The bet amount will be deducted from the player's currency and added to the pot. The bet amount will also be added to the owed amounts of the AI's. If the bet amount is higher than what the player owes "User Raises" will be displayed. If | The bet amount deducted from the player's currency and added to the pot. The bet amount will be added to the owed amounts of the AI's. If the bet amount is higher than what the player owes "User Raises" is displayed. If the bet | Pass |

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|----------|---|---|--|------|
| | | the bet amount is an initial bet amount for the round "User Bets" is displayed. | amount is an initial bet amount for the round "User Bets" is displayed. | |
| | The user presses the fold button | The betting continues for the AI's but the user is excluded for the rest of the round. | The AI's finish the round without the user. | Pass |
| | The user's currency becomes less than 25. | The game will automatically close down. | The game does automatically close down. | Pass |
| | The end of the round is reached | A winning hand should be determined and the pot should be given to the user. This updates the displayed pot amount as well as the currencies that are affected. | A winning hand is determined and the pot is given to the user. The displays are updated. | Pass |
| | | | | |
| Roulette | The user has no currency | The user is notified that they cannot play | The user is notified that they cannot play | Pass |
| | The user has not selected a bet value | The user is notified that they must select a bet amount | The user is notified that they must select a bet amount | Pass |
| | The user select the "5" bet button | The bet value is 5 and 5 chips are deducted when a button is clicked | The bet value is 5 and 5 chips are deducted when a button is clicked | Pass |
| | The user clicks on a pocket on the table | The pocket turns gray to signal it has been clicked | The pocket turns gray to signal it has been clicked | Pass |
| | The winning number matches a pocket the user selected | The user wins the amount bet on that particular pocket | The user wins the amount bet on that particular pocket | Pass |
| | The winning number does not match any pocket selected by the user | The user wins back no currency | The user wins back no currency | Pass |
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