**Use case narrative**

1. Player enters name
   1. Player gets a randomly generated ID
2. Dealer deals out cards.
3. Player’s turn
   1. Player decides to stand
   2. Player decides to hit
      1. Player draws a card
4. Dealer’s turn
   1. Dealer decides to stand
   2. Dealer decides to hit
      1. Dealer draws a card
5. Read player’s and dealer’s hand
   1. Count points
6. Compare points
   1. Declare the winner
7. Rematch
   1. Reset score
   2. Shuffle deck