**Use case text document for poker game vs. AI**

**Primary actor:** Player who is also the organizer in this case

**Stakeholders and interests:**

-Player: wants to be able to play a pokergame with bots/AI and hava a fun time.

**Preconditions:** the program is launched and a player is ready to play poker

**Success guarantee (Post condition):** Players or AIs who has the best hand at the end of each round receives all betted chips, when a player is out of chips he is out of the game. When all but one player is out, the winner is announced.

**Happy path of a game of Texas hold’em vs. AI:**

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| --- | --- |
| **Step** | **Event** |
| 1. | Player Launches the game |
| 2. | Player presses Singleplayer-button and is put in a game with 3bots |
| 3. | AIs pays blinds, and everyone receives two cards |
| 4. | Player is given option to call/check/raise/fold |
| 5. | Player calls |
| 6. | AIs fold/check/bet, Player responds in same manner |
| 7. | 3 Cards is placed on the table |
| 8. | Step 6. Is repeated |
| 9. | Player deals 1 more card face up on the table |
| 10. | Step 6. Is repeated |
| 11. | Player deals last card face up on the table |
| 12. | Step 6. Is repeated |
| 13. | The winner of the game is revealed based on who had the best hand |
| 14. | Many more rounds are played, player enjoys himself. |

**Alternative happy path; changing settings**

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| --- | --- |
| 2a. | Player wants to change the settings for the game |
| 1. | Player presses settings-button |
| 2. | Player tweaks small-blind/big-blind to his liking |
| 3. | Player presses ok |
| 4. | Player goes back to Single player |

**Alternative happy path; checking best possible hand**

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| --- | --- |
| 5a. | player wants to see his best possible hand in this case |
| 1. | Player types bestHand in chat |
| 2. | Players best possible hand in that scenario is written back to the player |
| 3. | Player makes his decision based on the feedback |