|  |  |
| --- | --- |
| Actor | Card |
| Pre-Conditions | Fill out the card balance and it should not be negative.  Check out the day and fix price per game accordingly. A customer can choose a way to go for gaming zone either from front or back. |
| Post-Conditions | Customer should not left playing in between and can’t jump randomly from one game to another. |
| Triggers | At each entrance of gaming platform card will swipe-in and swipe -out. Check the sufficient card balance at swipe-in and charge amount at swipe-out. |
| Normal Path | Card have sufficient balance so customer can play all 10 games linearly. |
| Alternate Path | If card have low balance then add balance until it meet minimum requirement. |
| Termination | Customer completely played all games. |

**Use case document**