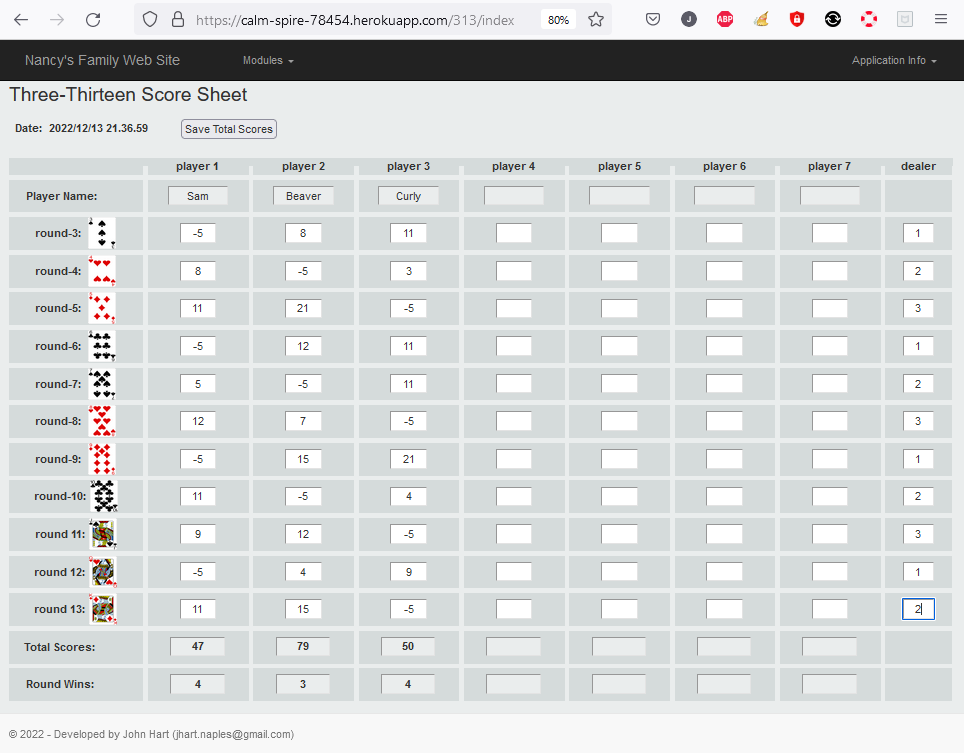
**Three-Thirteen Documentation**

**Complete Score Sheet:**

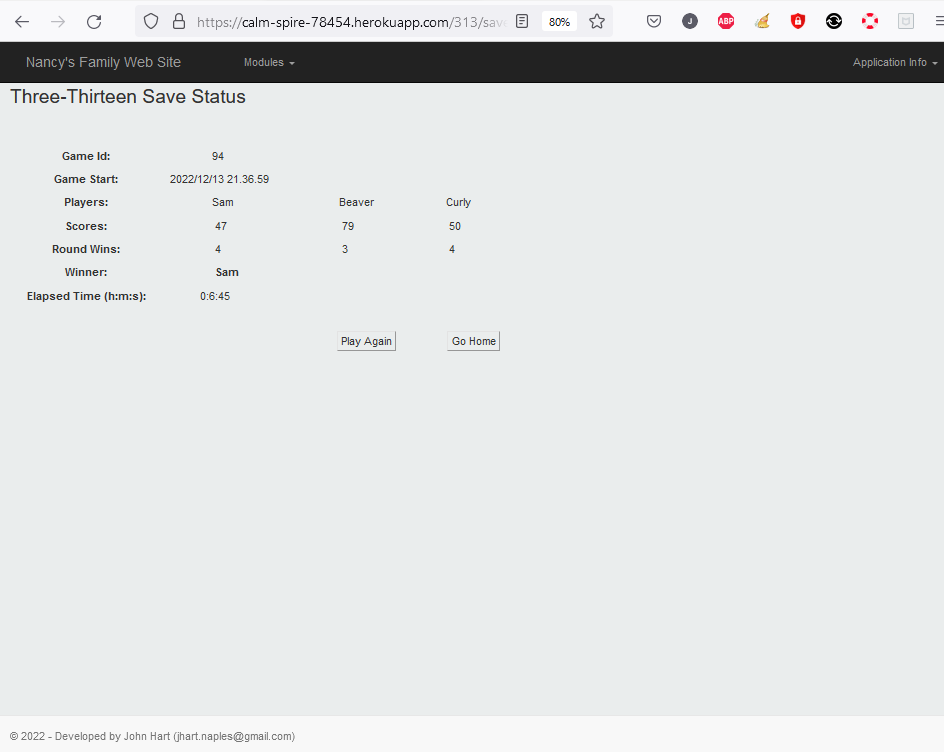


Player names must be entered manually. The maximum number of players is 7. Scores are entered manually. The values for Total Scores and Round Wins are generated by the application. When entered data is completed the ‘Save Total Scores’ will display near the top of the display. Clicking the ‘Save Total Scores’ will enable the application to save game data to a database. When this is completed the Save Status page will be rendered.

Note: Currently, just clicking a round 13 input will display the **Save Total Scores** button. If the button is clicked, the current state of data will be saved and the score sheet will disappear. A future enhancement will test that all 11 columns associated with players retain numeric values before the **Save Totals Scores** button will become visible.

Note: The dealer values are manually set by the user. If there are 3 players, the player numbers (1, 2, 3) will be entered into dealer column repetitively until round 13 is completed. When the score sheet is generated from the save status page, the players will be automatically entered into the Player Name inputs. This functionality has not yet been integrated. In addition, the players shall also be moved up to the previous input and the

**Save Status:**



The save status page will display the Game Id that is created in the database. It will display the game start time as well as the elapsed time to complete the game. The players and their scores are displayed. The player with the lowest score is displayed as the winner. If there is a tie, all players with the lowest score are considered the winners and will be displayed as such. Round wins are provided for information only.

The button ‘Play Again’ will redirect back to the score sheet. The players will be automatically displayed on the page, being dynamically updated with dealer input values. In addition, players will move to the left player position and the far left player will be set to the last player position.