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# HCI Black jack User cases

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# User case 1

## 1. New player:

Goal: To learn about the game and finish one round

WorkFlow: Continue as guest -> Watch instruction -> Start game -> Leverage information on the question mark of each button to play -> Quit Game

# User case 2

2. Old player:

Goal: To get to the game as quick as possible

Workflow: Sign in -> Directly start game -> play game -> Quit game

# User case 3

3. An old player has not been played for a while:

Goal: Forget his account and remember a little rules about game

Workflow: Sign up -> Sign in -> Directly start game -> play game -> Go to instruction -> Back to game -> Quit game