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| --- | --- |
| Requirements | MoSCoW |
| Start a Game | M |
| Invite Players | M |
| Chat with Opponents | M |
| Chat with all online | S |
| Play vs one Player | M |
| Play vs multiple players | C |
| Spectate other games | C |
| Login/logout | M |
| Moves in game | M |
| Private Games | S |
| Leave a game | M |
| Use real money | W |
| Join a game | M |
| (un)Friend Player | C |
|  |  |

Requirements:

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| --- |
| Moves in Game |
| Hit |
| Fold |
| Change amount of money betting |
| Stay |

Game Description:

Blackjack is a gambling game in which the goal is to reach as close as possible to 21 points without going over. The players start off with 2 cards, one is visible to all players, and the other is only visible to that player. As the game is played, players will be able to choose to gain another card or stay with the cards they have; they will also have the ability to chat with the other players during the game. At the end the points are compared and the closest to 21 without going over wins. This will be a portal type game in which there is a lobby where players can find and play with others as well as take part of a public chat. To do this they will have to login to

# Use Case Diagram

# C:\Users\Stoyan\AppData\Local\Microsoft\Windows\INetCache\Content.Word\UseCaseDiagram.jpg

# Use Cases

|  |  |  |  |
| --- | --- | --- | --- |
| **Use Case ID:** | 1.1 | | |
| **Use Case Name:** | Start a Game | | |
| **Date Created:** | 23.4.2015 | |
| **Actors:** | | User | |
| **Description:** | | Starting a new game | |
| **Pre-conditions:** | | The program must be open | |
| **Post-conditions:** | | Game is running | |
| **Normal Flow:** | | * 1. The User clicks on the “start a game” button   2. User becomes a player and joins the room   3. First two cards are dealt | |
| **Exceptions:**  1.a There is a player already in the room and the user must wait  for him to finish his hand in order to join the game | | | |

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| --- | --- | --- | --- |
| **Use Case ID:** | 1.2 | | |
| **Use Case Name:** | Join a Game | | |
| **Date Created:** | 23.4.2015 | |
| **Actors:** | | User | |
| **Description:** | | Joining a running game | |
| **Pre-conditions:** | | The program must be open, there must be a player playing | |
| **Post-conditions:** | | Game is Joined | |
| **Normal Flow:** | | * 1. The User clicks on the “Join game” button   2. User becomes a player and joins the room   3. First two cards are dealt | |
| **Exceptions:**  1.a The player in the room hasn’t finished his hand  b Player waits for hand to finish and starts playing | | | |

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| --- | --- | --- | --- |
| **Use Case ID:** | 1.3 | | |
| **Use Case Name:** | Invite Player | | |
| **Date Created:** | 23.4.2015 | |
| **Actors:** | | User | |
| **Description:** | | Inviting player to the game you have started | |
| **Pre-conditions:** | | The program must be open and game must be started | |
| **Post-conditions:** | | Second player is added to the game | |
| **Normal Flow:** | | * 1. The User clicks on the player he wants to add   2. The User clicks on the “Add player” button | |
| **Exceptions:**  2.a User hasn’t selected a player to add  b Error message is displayed | | | |

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| --- | --- | --- | --- |
| **Use Case ID:** | 1.4 | | |
| **Use Case Name:** | Leave a game | | |
| **Date Created:** | 23.4.2015 | |
| **Actors:** | | User | |
| **Description:** | | Leave current game | |
| **Pre-conditions:** | | Game is started | |
| **Post-conditions:** | | Game is left | |
| **Normal Flow:** | | * 1. The User clicks on the “Leave game” button   2. Current game is left | |
| **Exceptions:**  1.a the playing hand hasn’t finished  b System asks the user if he really wants to leave the game | | | |