

User wants to host multiplayer game**Precondition: User has an account and is logged in**

1. System shows lists of games
2. User selects desired game
3. System shows mode options
4. User selects multiplayer option
5. System shows join/host option
6. User chooses hosting option
7. System shows game setting
8. User selects desired settings
9. User joins lobby
10. System generates lobby code
11. User send codes to friends
12. Friends join lobby (If any)
13. Host starts game

Extensions:

- 13a: Minimum player count not met
 - .1: System replaces vacant player slots with bots

User wants to join multiplayer game**Precondition: User has an account and is logged in**

1. System shows lists of games
2. User selects desired game
3. System shows mode options
4. User selects multiplayer option
5. System shows join/host option
6. User chooses join option
7. System prompts for game ID
8. User inserts information
9. System confirms information
10. User joins lobby
11. Host starts game

Extensions:

- 8a: Game ID is incorrect
 - .1: System prompts user for re-entry
- 8b: Lobby was recently closed
 - .1: System prompts user that the game was terminated
- 10a: Host closes lobby
 - .1: Return to step 7
- 11a: Minimum player count not met
 - .1: System replaces vacant player slots with bots

User wants to play single player game**Precondition: User has an account and is logged in**

1. System shows lists of games
2. User selects desired game
3. System shows mode options
4. User selects single player option
5. System shows game settings
6. User confirms game settings
7. User starts game

Extensions:

- 6a: Game settings conflict with one another
 - .1: System prompts user to change game settings

User wants to create account

1. System prompts user to login
2. User chooses to create account
3. System shows account fields
4. User enters account information (Username, Password, Email)
5. System determines if account details have already been used
6. System Creates account

Extensions:

- 5a: Account details have already been used
 - .1: System prompts user to enter new account information
 - .2: Return to step 4

User wants to look at statistics**Precondition: The user has an account and is logged in**

1. System shows list of options
2. User chooses to view statistics
3. System shows the users global statistics
4. User chooses game to view detailed statistics

Extensions:

- 3a: The user has played no games
 - .1: The statistics are all undefined (zero)
- 4a: The user has played no games
 - .1: The statistics are all undefined (zero)

User wants to view game instructions**Precondition: user is either logged in or playing as guest**

1. User chooses game to play
2. System shows game options
3. User chooses to display game rules
4. System redirects to Wikipedia game rules

User plays Black Jack

1. System deals user cards
2. System deals itself cards
3. System offers user to freeze, hold, or hit options
4. User selects an option
5. System selects an option
6. System shows cards
7. System determines whether its total is greater than the user's

Extensions:

- 4a: User selects freeze
 - .1: The user cannot hit for the rest of the game and passes their turn to the system
 - .2: Proceed to step 5
- 4b: User selects hold
 - .1: The user passes their turn to the system
 - .2: Proceed to step 5
- 4c: User selects hit
 - .1: System draws a card from the top of the deck for the user and the value is added to the user's total score
 - .2: If the user's total is above 21, the user loses
 - .3: Return to step 4
- 5a: System selects freeze
 - .1: Proceed to step 6
- 5b. System selects hold
 - .1 Proceed to step 6
- 5c: System selects hit
 - .1: System draws a card from the top of the deck and the value is added to the system's total score
 - .2: If the system's total is above 21, the system loses
 - .3: If the user did not select freeze, return to step 4
- 7a: System's total is greater than the user's total
 - .1: System wins
- 7b: User's total is greater than the system's total
 - .1: User wins

User wants to log in

Precondition: The user has an account

1. User enters their credentials
2. System determines that the credentials are valid
3. System logs the user into their account

Extensions:

- 2a: Credentials are invalid
 - .1: System prompts the user to re-enter their credentials by displaying an "invalid username/password" message

User takes turn (Uno)

Precondition: User is in a game of Uno and it is the user's turn

1. System offers user to play a card from their hand
2. User chooses to play a card from their hand
3. System passes the turn to the next player

Extensions:

- 2a: User does not possess a card that matches the color or number of the card on the top of the discard pile
 - .1: User must draw 1 card from the deck
- 2b: User plays a skip card
 - .1: Next player does not play for 1 turn
- 2c: User plays a +2 card
 - .1: Next player draws 2 cards from the deck and does not play for one turn
- 2d: User plays a +4 card
 - .1: Next player draws 4 cards from the deck and does not play for 1 turn
- 2e: User plays a reverse card
 - .1: Turn order is reversed
- 2f: User only has one card left after they play
 - .1: User must indicate that they have "Uno"
 - .2: If user fails to prompt that they have one card left in their hand before system states fault, user draws two cards
- 2g: User has no cards left
 - .1: User wins
 - .2: Skip over step 3

User takes turn (Uno Flip)

Precondition: User is in a game of Uno Flip and it is the user's turn

1. System offers user to play a card from their hand
2. User chooses to play a card from their hand
3. System passes the turn to the next player

Extensions:

- 2a: User does not possess a card that matches the color or number of the card on the top of the discard pile
 - .1: User must draw 1 card from the deck
- 2b: User plays a skip card
 - .1: Next player does not play for 1 turn
- 2c: User plays a +2 card
 - .1: Next player draws 2 cards from the deck and does not play for 1 turn
- 2d: User plays a +4 card
 - .1: Next player draws 4 cards from the deck and does not play for 1 turn
- 2e: User plays a reverse card
 - .1: Turn order is reversed
- 2f: User plays a skip everyone card
 - .1: User plays again
- 2g: User plays a +5 card
 - .1: Next player draws 5 cards from the deck and does not play for 1 turn
- 2h: User only has one card left after they play
 - .1: User must indicate that they have "Uno"
 - .2: If user fails to prompt that they have one card left in their hand before system states fault, user draws two cards
- 2i: User has no cards left
 - .1: User wins
 - .2: Skip over step 3

User takes turn (Exploding Kittens)

Precondition: User is in a game of Exploding Kittens and it is the user's turn

1. System determines if an attack card has been played the previous turn
2. User can choose to play cards from their hand
3. User draws a card from the top of the deck
4. System determines that the user has drawn a card and passes the turn to the next player

Extensions:

- 2a: User plays a skip card
 - .1: System passes the turn to the next player
- 2b: User plays an attack card
 - .1: System passes the turn to the next player and makes them take 2 turns
- 2c: User plays a targeted attack card
 - .1: User chooses a player
 - .2: System passes the turn to that player and makes them take 2 turns
- 2d: User plays a see the future card
 - .1: System shows the user the top 3 cards in the deck
- 2e: User plays an alter the future card
 - .1: System shows the user the top 3 cards in the deck
 - .2: User may swap the order of the cards if they choose
- 2f: User plays 2 of the same kitten card
 - .1: User may choose a random card from an opponent's hand to take
- 2g: User plays 3 of the same kitten card
 - .1: User may choose a specific card from an opponent's hand to take
- 2h: User plays a favor card
 - .1: User must choose an opponent
 - .2: Chosen opponent must pick a card to give to the user
- 2i: User plays a shuffle card
 - .1: System will shuffle the deck
- 2j: User plays any 5 DIFFERENT cards at once
 - .1: User can choose a card in the discard pile to put into their hand
- 3a: User plays a draw from the bottom card before they draw
 - .1: System will draw user a card from the bottom of the deck
- 3b: User draws an exploding kitten card and the user has a diffuse card
 - .1: System will discard the diffuse
 - .2: User chooses a spot in the deck to place the exploding kitten they drew
- 3c: User draws an exploding kitten card and the user does not have a diffuse card
 - .1: User loses the game