Use case description

UC1: Play dices

Actor: Gamer

1. Gamer starts Craps
2. System asks for Gamer name
3. Gamer types in his/her name
4. System welcomes gamer on the screen
5. System roll the dices
6. System read each die’s faceValue and show it on the screen
7. System calculates the result and show it on the screen
8. If the result is 7 the systems register a win and write it on the screen
9. Else why the system registers a loose and write that on the screen