**Use Case:**

**ID: 2**

**Purpose:** Let a customer electronically transfer funds into their account for using in online poker games.

**Primary Actor:** User

**Secondary Actor(s):** Bank, Credit Card Company

**Overview:** The customer clicks on an option from a drop-down menu for adding funds into their account. Then they select either taking money from their bank account or credit card. If a bank account is selected, then the customer provides the account number, routing number, account name, and amount that gets added into the system. If a credit card is selected, then the card number, card name, policy number, type of credit card, and the amount that the person wants added to their account. After the customer submits this information, the banking account or credit card is checked for having sufficient funds and if this check is successful than the funds are added into the account. If not the payment doesn’t go through and you return to the account page.

**Type:** Essential

**Preconditions:** The player has logged into their account successfully and owns a credit card or banking account.

**Postconditions:** Funds are added into the player’s accounts which they can use for the game.

**Special Requirements:** None

**Flow of Events**

Actor Action

1. This use case begins when a player selects “Add Funds into Account” from a drop-down menu.
2. User selects their type of payment from either transferring funds via a credit card or a bank account.
3. The user proceeds to provide information from their credit card or their banking account. This information includes account name, (account number or routing number), (credit card company / bank branch), (cvv number or check number).
4. The user selects the amount of money they would like to withdraw from their account.
5. Once all the fields are entered, the user clicks the submit button.

7. The specific company verifies in their system if the account is up to date and funds are sufficient and if so the transaction is valid.

**System Response:**

1. The system contacts the respective company that the account from the payment method is registered under.

8. The user’s payment gets added into their account.

**Alternative Flow of Events**

Line 3:

-Fields are left blank. Return to Step #3.

Line 4:

-A user enters an amount of money that is less than $5. Return to Step #4.

Line 7:

-The account doesn’t exist in the system and adding funds to their account is locked (See Use Case 2.0.1)

-The user’s credit card is expired and adding funds to their account is locked. (See Use Case 2.0.1)

-There are insufficient funds in the user’s account and their account is locked. (See Use Case 2.0.1)

**Use Case:**

**ID: 2.0.1**

**Purpose:** Locks the user account from adding more funds to their account in the instance a previous payment method fails.

**Primary Actor:** Company that the user’s account is from.

**Secondary Actor(s):** None

**Overview:** The company’s that the account is from goes through their database and performs a series of test verifying whether the information a user entered is legitimate. There are three tests performed. The first test is making sure the account exists in the system, by searching through the account number and checking if the other fields match up. If that test succeeds then a second test is performed if the payment is from a credit card checking whether the card is expired or not. Lastly, if both tests succeed then the final test is checking whether that are insufficient funds in the account. If one of these tests fail, the user’s account for the online poker application is locked from adding money to their account.

**Type:** Essential

**Preconditions:** The player has successfully logged into their account, click the “Add Funds To Account” button and filled out the fields for withdrawing a payment.

**Postconditions:** The player’s account is locked and must manually unlock the account before they can add funds to their account.

**Special Requirements:** None

**Flow of Events**

**Actor Action:**

1. The company receives a request from the online poker application for withdrawing a payment from the account.
2. The company checks the account number in the system and verifies whether it’s a valid account.
3. If the company is a credit card company, then it checks whether the card has expired or not.

6. The company finally checks whether the account has enough funds in the account for withdrawing the amount specified.

**System Response:**

1. If the account found is invalid then the account gets locked, if not the process continues.

**5.** If the payment option is from a credit card and it is expired, then the account gets locked. If not the process continues.

7. If there are insufficient funds in the account, then the user’s online poker account gets locked.

**Alternative Flow of Events**

**Line 6:**

-The company tests whether there are sufficient funds in the account and all tests succeeded. (see use case 2, step #8).

**Use Case:**

**ID: 2.1**

**Purpose:** Unlocks a user’s locked account so they can add funds into their account.

**Primary Actor:** Administrator

**Secondary Actor(s):** User

**Overview:** The user calls the administrator of the online poker system and discusses with them about the locked account. For unlocking the account, the player must pay a fee towards the online poker application company. The administrator must set up a payment with the effected user and then manually unlock them in the system so more funds could get added into the account.

**Type:** Essential

**Preconditions:** The player must have their online poker account locked from making payments and contact the company via a phone call.

**Postconditions:** The player’s account is unlocked and they’re free to add more funds into their account.

**Special Requirements:** None

**Flow of Events**

**Actor Action:**

1. The administrator discusses with the user about their locked account and clicks on an option in their administrator options “Take Direct Payment”.
2. The administrator selects whether the user’s payment is from a credit card or banking account.
3. The user proceeds to provide information from their credit card or their banking account to the administrator. This information includes account name, (account number or routing number), (credit card company / bank branch), (cvv number or check number) which the administrator enters on the computer.
4. The administrator asks the user to confirm all the information provided to them.
5. The administrator presses the submit button.
6. The specific company verifies in their system if the account is up to date and funds are sufficient and if so the transaction is valid.
7. The administrator locates the user’s account in the system via a search bar exclusive for administrator.
8. The administrator finds the users account and toggles a switch which unlocks their account.

**System Response:**

1. The system contacts the respective company that the account from the payment method is registered under.

8. The system processes the payment which is given to the company’s funds for the online poker application.

11. The user’s account gets unlocked from the system and they can add more funds into their account.

**Alternative Flow of Events**

**Line 6:**

-The company tests whether there are sufficient funds in the account and all tests succeeded. (see use case 2, step #8).