**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 “Manage Wallet” -> “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)