1. Main Use Case: Regular Number Generation

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|  | ***User*** | ***Game System*** |
| 1 |  | System sends email to subscriber addresses with 8 game lines generated for the next Lotto Draw. |
| 2 | Replies to email with command word to say if he played or not that Lines. | System Records the session as being played or Not |
| 3 | Replies email with additional gamelines he wants to be added to that game session | System updates the database for that session with new lines that came in by email |

1. User sends command to Game System in agreed email format

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| ***User*** | ***Game System*** |
| Sends email command to check last lotto draw against open game sessions | Runs the check games result procedure: verify last draw against open games session in game\_plays table |
| Sends email command to play new session | System runs the procedure to generate new numbers, record in DB and send email (as per 1.1) |

1. Game system actions in Service mode (Continuous):

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| Event Time | 1 | 2 | 3 |
| Event 1 | Run Game sessions at preset time interval, generally 2 times per week | Email Reader module scans Inbox regularly for new target emails. | System continuously scans Lotto Archive for new lotto results |
| Event 2 | Email Sender module send an email with numbers generated | When new email is detected, open and read it | If new lotto lines are found, add them to Archive table in DB |
| Event 3 |  | If it is a command, then act and send back result information | Launch the check procedure against all open (unchecked) games |