Phase 4: Process Automation & Business Logic

Overview

After establishing the **Org Setup & Configuration** in Phase 2 and designing the **Data Model & Relationships** in Phase 3, Phase 4 focused on embedding **automation and business logic** into the PlayStation Gaming CRM.

The main objective of this phase was to ensure that the system could automatically handle **repetitive business processes**, enforce **data integrity through validations**, and implement **approval workflows** where managerial intervention is required. This not only reduces manual workload but also improves the **efficiency**, **accuracy**, **and reliability** of the CRM.

Automation plays a key role in providing gamers with **timely updates**, ensuring that **support teams respond quickly**, and allowing managers to **maintain control over critical decisions** like discounts and high-cost repairs.

Activities Done

1. Workflow Rules

Workflow rules were used to implement **straightforward**, **rule-based automations** that run in the background whenever conditions are met.

• Subscription Expiry Reminder:

- Automatically triggers an email notification to the gamer before their subscription expires.
- o Ensures gamers are aware in advance and can renew on time.

• Repair Update Notification:

- \circ Sends an email or in-app notification to gamers when the status of their repair request changes (e.g., *Received* \rightarrow *In Progress* \rightarrow *Completed*).
- o Keeps gamers informed without manual follow-ups.

2. Process Builder

Process Builder allowed us to automate multi-step logic and updates beyond simple workflows.

• Auto Case Assignment:

 New support cases raised by gamers are automatically assigned to the Support Agent role. o This eliminates the need for manual routing and ensures faster response times.

Auto Field Updates:

- Subscription records are automatically updated to Expired once the End Date passes.
- Removes dependency on manual monitoring and ensures accurate reporting.

3. Approval Processes

Approval processes introduced managerial oversight into business workflows.

• Discount Approval:

- If a gamer requests a subscription discount, the request is routed to the *Marketing Manager* for approval.
- o Prevents unauthorized discounts and maintains consistency.

• Repair Cost Approval:

- Repair requests exceeding a predefined cost limit are sent to the *System Administrator* (Admin) for approval.
- o Ensures budget control and prevents unnecessary expenses.

4. Validation Rules

Validation rules were implemented to maintain data accuracy and completeness.

• Mandatory Subscription Dates:

- Users cannot save a subscription record unless both the Start Date and End Date are filled.
- Prevents incomplete records and improves reporting accuracy.

• Repair Completion Validation:

- A repair request cannot be marked as Completed unless a valid Service Date is entered.
- o Ensures that closed repairs always have complete and reliable information.

5. Flows

Flows provided guided, interactive automation to help users carry out tasks more efficiently.

New Gamer Onboarding Flow:

- Step-by-step process for creating a new gamer (Contact), assigning them a subscription, and linking their games.
- o Simplifies onboarding and reduces errors for new records.

• Repair Logging Flow:

- Guides support staff through the repair request creation process by prompting for required details.
- o Ensures all necessary data is captured at the time of logging.

Outcome

At the end of Phase 4, the PlayStation Gaming CRM became **intelligent and automated** rather than just a static data storage system. Key achievements include:

- Routine tasks automated → Reduces manual work and ensures efficiency.
- Business rules enforced → Approvals and validations guarantee accuracy and accountability.
- Improved gamer experience → Gamers receive timely updates on subscriptions and repairs.
- **Operational efficiency increased** → Support and marketing teams can focus on important tasks instead of repetitive manual updates.

This phase successfully transformed the CRM into a **smart system** capable of handling business processes on its own. The environment is now ready for **Phase 5: Reports & Dashboards**, where structured data and automation will be converted into meaningful business insights.











