# MobileOMatic Process Flow

## General

The intent of this system is to give the end user a cohesive, standardized user experience. Currently, our company has to log into each game site (i.e. Riversweeps, GoldenDragon, etc.) and transfer points to our resellers. Resellers then have to send points to either their players or store operators. All of this is after accepting funds in Zoho.

## Phase I

The first milestone that we need to reach is Phase I (one):

1. Invoice is created in Zoho for a reseller. The detail record of this invoice has specific items that indicate which site to buy points for (i.e. Riversweeps, etc).
2. The Reseller receives and pays the invoice online.
3. A Zoho webhook is setup to post paid invoices to a REST endpoint in the MobileOMatic\_ApiHost.
4. This invoice is stored and a transfer points command is placed in a queue.
5. A background service in MobileOMatic\_ApiHost picks up items in the queue and posts them to the AutomaticTaskMessageHandlerHost. The queued entry is marked as “processing”
6. The AutomaticTaskMessageHandlerHost launches a google-chrome browser and transfers the points using selenium.
7. When successful, the queued entry is marked as completed.

## Phase II

The second milestone is Phase II. Generally speaking, this phase will allow the reseller to transfer points to their customers without having to log into any specific game site. They will be able to perform this action via a common interface.

1. The system will have to be able to get a list of players for each reseller for each gaming site for which they have a login.
2. The reseller has a points balance for each gaming site.
3. When a player purchases points, the reseller will transfer points using our system to the player from/to the respective gaming site.
   1. The reseller will select a gaming software from their list
   2. Select the player from the list of players shown
   3. Choose the option to transfer points to this player
   4. A command will be queued up
   5. Command will be sent to the AutomaticTaskMessageHandlerHost
   6. AutomaticTaskMessageHandlerHost will process the transfer via google-chrome/selenium
   7. Player’s balance will be updated for the reseller to see

This section will require several things to be added:

1. List of players for each reseller
2. A cross reference list for each player which will hold the account information for the player at each gaming site. For example, player “Joe” can have an account at Riversweeps as well as at Golden Dragon. However, there will be only one main player account in our system for “Joe”. There will be a table that will have a record for “Joe”’s username at Riversweeps and another record for “Joe” for his username at Golden Dragon.
3. Each of these records in the second table will also hold the points balance for the player.
4. In addition to transferring points to a player, points can also be taken from a player. This can occur when the player wants to cashout and/or transfer to another gaming site.

## Phase III

In general, this phase will just be automating the process in Phase II. A website that the player can login to will allow the player to purchase points from a reseller and transfer them to an account at a gaming site.