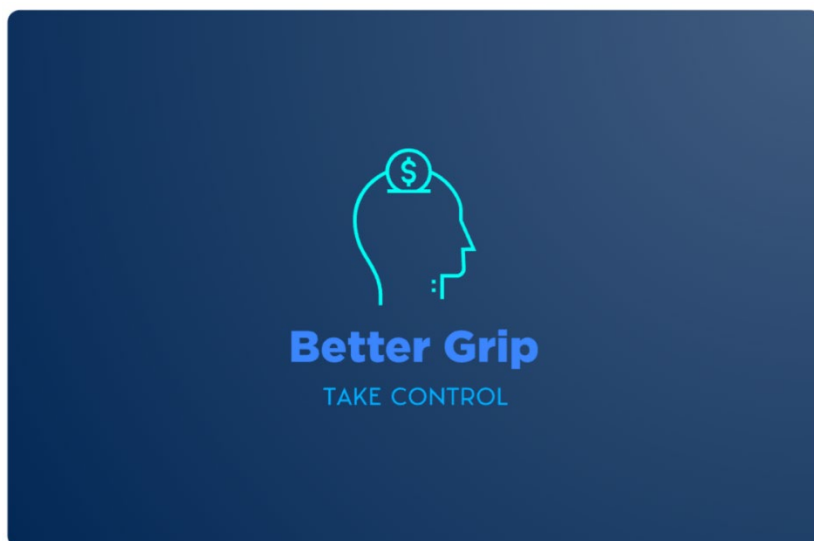# Ping Pong Pay Architecture Diagram For Better Grip

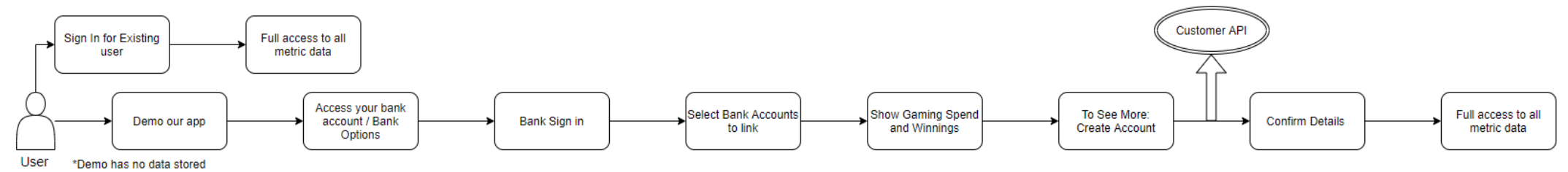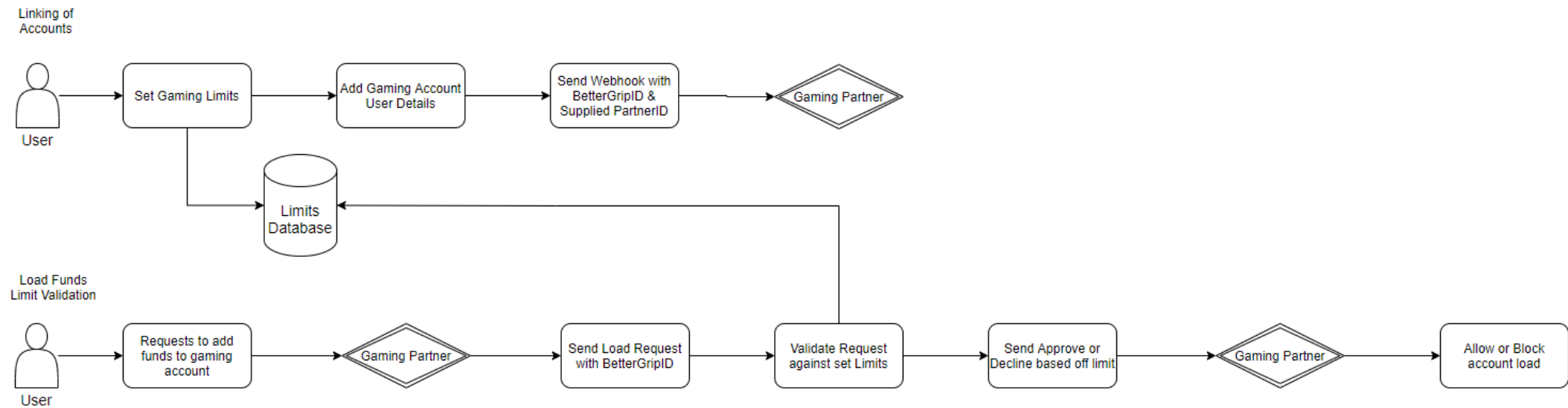# Ping Pong Pay - Architecture Diagram for Better Grip App

EML.

Implemented Workflow

```
Sign In for Existing user ──→ Full access to all metric data

User ──→ Demo our app ──→ Access your bank account / Bank Options ──→ Bank Sign in ──→ Select Bank Accounts to link ──→ Show Gaming Spend and Winnings ──→ To See More: Create Account ──→ Confirm Details ──→ Full access to all metric data

                                                                                                                        Customer API ↑

*Demo has no data stored
```

Planned: Gaming Partner Integration

Linking of Accounts

```
User ──→ Set Gaming Limits ──→ Add Gaming Account User Details ──→ Send Webhook with BetterGripID & Supplied PartnerID ──→ Gaming Partner
              │
              ↓
         Limits Database
```

Load Funds Limit Validation

```
User ──→ Requests to add funds to gaming account ──→ Gaming Partner ──→ Send Load Request with BetterGripID ──→ Validate Request against set Limits ──→ Send Approve or Decline based off limit ──→ Gaming Partner ──→ Allow or Block account load

                                                                              Limits Database
```

Planned: Full Access, Data Retained

EMI.

*Data Storage Consent Given

User → Signs into the app → Advanced metric screens calculated from stored data

Account Data →

BetterGripID
Username
Password
DOB
Bank Link Key

Metric Data →

BetterGripID
Gaming Load Transactions
Gaming Withdrawals
Borrowing Score
Loads Counter

Limits Database →

BetterGripID
Weekly Load Limit
Weekly Load Limit Change Lock - Date TIme
Monthly Load Limit
Monthly Load Limit Change Lock - Date Time