

Data monitoring model

Use cases

20 October 2011

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Translated

1 Introduction

The purpose of this document is to describe the various use cases of the data monitoring model.

1.1 Monitoring changes in the document

Version	Date	Description
0.1	20 OCT 2011	Initial version

Translated

2 Use cases: Operator fully responsible for managing a game

Operator X is fully responsible for managing the game and users.

This example is centred on records CJT, CJD, OPT, BOT, JUT and JUD. Records RUT and RUD are omitted in this example.

There are two players, A and B who, over the course of the day, play three complete games of poker. They begin playing a final game at 23:59, but this game is not completed before midnight.

- Player A's initial balance is €2000.
- Player B's initial balance is €1000.
- Player A and player B enter poker cash table M with €1000 each.
- In the first game, which ends at 16:00, both players bet €50. Player A wins and gets €90 in prize money and generates €10 commission.
- In the second game, which ends at 18:00, both players bet €50. Player B wins and gets €90 in prize money and generates €10 commission.
- In the third game, which ends at 20:00, both players bet €40. Player A wins and gets €70 in prize money and generates €10 commission.
- In the fourth game at 23:59 both players bet €30 but no winner has yet been decided.
- At midnight, the final balance, with the fourth game yet to be decided is: Player A €1920 (2000-50+90-50-40-30) and Player B €990 (1000-50-50+90-40+70-30).
- At midnight there are €60 tied up in the fourth game which is not yet completed.

These would be the corresponding records generated for that day.

NOTE: There is no breakdown by operator although this should be included, always indicating operator X.

Operator X		
16:00 JUT (Poker Cash)		
Gameld		1
Version		Texas Hold'em
Table		M
Totals		
Participation		-100
ParticipationRefund	0	
Prizes		+90

Operator X		
16:00 JUD		
Gameld		1
Player		
Player		Operator X + Player A
Participation		-50
ParticipationRefund	0	
Prizes		+90
Player		
Player		Operator X + Player B
Participation		-50
ParticipationRefund	0	
Prizes	0	

Operator X		
18:00 JUT (PokerCash)		
Gameld		2
Version		Texas Hold'em
Table		M
Totals		
Participation		-100
ParticipationRefund	0	
Prizes		+90

Operator X		
18:00 JUD		
Gameld		2
Player		
Player		Operator X + Player A
Participation		-50

ParticipationRefund	0
Prizes	0
Player	
Player	Operator X + Player B
Participation	-50
ParticipationRefund	0
Prizes	+90

Operator X	
20:00 JUT (PokerCash)	
Gameld	3
Version	Texas Hold'em
Table	M
Totals	
Participation	-80
ParticipationRefund	0
Prizes	+70

Operator X	
20:00 JUD	
Gameld	3
Player	
Player	Operator X + Player A
Participation	-40
ParticipationRefund	0
Prizes	0
Player	
Player	Operator X + Player B
Participation	-40
ParticipationRefund	0
Prizes	+70

Gameld 4 is not generated during the day, as the game is not yet completed. The bets placed in the fourth game should be recorded in the daily records of prize funds and live games.

At the end of the day, the daily records are generated which, for the sake of simplicity, will show the time 24:00 (midnight).

Operator X

24:00 CJT		
InitialBalance		3000
Deposits	0	
Withdrawals	0	
Participation	-340	
ParticipationRefund	0	
Prizes	+250	
FinalBalance		2,910

Operator X		
24:00 OPT		
TypeGame		PokerCash
Participation		-340
ParticipationRefund	0	
Prizes	+250	
Prize Funds		+60

Operator X		
24:00 BOT		
TypeGame		PokerCash
LiveGames		
InitialBalance		0
Transactions	+60	
FinalBalance	+60	
BreakdownCommitments		
For the following day	+60	
Prize funds		
InitialBalance		0
Transactions	0	
FinalBalance	0	
BreakdownPrize Funds		

Operator X		
24:00 CJD		
Player		
Player		Operator X + Player A
InitialBalance		2,000
Deposits	0	
Withdrawals	0	
Participation	-170	

	ParticipationRefund	0	
	Prizes	+90	
	FinalBalance		1,920
Player	Player		Operator X + Player B
	InitialBalance		1,000
	Deposits	0	
	Withdrawals	0	
	Participation		-170
	ParticipationRefund	0	
	Prizes	+160	
	FinalBalance		990

Translated

3 Use case: Various operators in a poker network

Operator X and operator Y manage users that can play poker in the network managed by operator R, who does not manage users.

This example is centred on the records CJT, CJD, and OPT which must be generated by operators X and Y; and records ORT, BOT, JUT and JUD which must be generated by operator R. Records RUT and RUD are excluded from this example; they should also be generated by operators X and Y.

Player 41 (let's call him Player A) of operator X takes part in poker games on the network of operator R, where he is known as player 123. In the games he plays against one of operator Y's players whose ID with operator Y is 56 (let's call him player B), while on the network he is known as player 178.

Over the course of the day they play three complete games of poker. They begin playing a final game at 23:59, but this game is not completed before midnight.

NOTE: The sums and games are very similar to those in the first use case, because the aim of this use case is to show the differences in the way the information of the different operators X, Y and R is presented.

- The initial balance of Player A of operator X is €2000.
- The initial balance of Player B of operator Y is €1000.
- Player A and player B enter the poker cash table M of operator R with €1000 each.
- In the first game, which ends at 16:00, both players bet €50. Player A wins and gets €90 in prize money and generates €10 commission.
- In the second game, which ends at 18:00, both players bet €50. Player B wins and gets €90 in prize money and generates €10 commission.
- In the third game, which ends at 20:00, both players bet €40. Player A wins and gets €70 in prize money and generates €10 commission.
- In the fourth game at 23:59 both players bet €30 but no winner has yet been decided.
- At midnight, the final balance, with the fourth game yet to be decided is: Player A €1920 (2000-50+90-50-40-30) and Player B €990 (1000-50-50+90-40+70-30).
- At midnight there are €60 tied up in the fourth game which is not yet completed.

These would be the corresponding records generated for that day.

Operator R

In real time, the operator that manages the poker network generates the game records.

The JUT records give a breakdown of participation and prizes, listing the players corresponding to each operator.

Operator R	
16:00 JUT (PokerCash)	
Gameld	1
Version	Texas Hold'em
Table	M
Totals	
Participation	-100
Breakdown	
Operator X	-50
Operator Y	-50
Prizes	+90
Breakdown	
Operator X	+90

In the breakdown by player JUD, operator R knows which operator each player is with and their network ID.

Operator R	
16:00 JUD	
Gameld	1
Player	
Player	Operator X + Player A (123)
Participation	-50
ParticipationRefund	0
Prizes	+90
Player	
Player	Operator Y + Player B (178)
Participation	-50
ParticipationRefund	0
Prizes	0

Operator R	
18:00 JUT (PokerCash)	
Gameld	2
Version	Texas Hold'em
Table	M
Totals	
Participation	-100
Breakdown	
Operator X	-50
Operator Y	-50
ParticipationRefund	0
Prizes	+90
Breakdown	
Operator Y	+90

Operator R	
18:00 JUD	
Gameld	2
Player	
Player	Operator X + Player A (123)
Participation	-50
ParticipationRefund	0
Prizes	0
Player	
Player	Operator Y + Player B (178)
Participation	-50
ParticipationRefund	0
Prizes	+90

Operator R	
20:00 JUT (PokerCash)	
Gameld	3
Version	Texas Hold'em
Table	M
Totals	
Participation	-80
Breakdown	
Operator X	-40
Operator Y	-40
ParticipationRefund	0

Prizes	+70
Breakdown	
Operator Y	+70

Operator R	
20:00 JUD	
Gameld	3
Player	
Player	Operator X + Player A (123)
Participation	-40
ParticipationRefund	0
Prizes	0
Player	
Player	Operator Y + Player B (178)
Participation	-40
ParticipationRefund	0
Prizes	+70

Gameld 4 is not generated during the day, as the game is not yet completed.

At the end of the day, the daily records are generated which, for the sake of simplicity, will show the time 24:00 (midnight).

The first records shown are those generated by operator R.

The operator account shows the breakdown by the operators corresponding to the players.

Operator R	
24:00 ORT	
TypeGame	PokerCash
Participation	-340
Breakdown	
Operator X	-170
Operator Y	-170
ParticipationRefund	0
Prizes	+250
Breakdown	
Operator X	+90
Operator Y	+160
Prize Funds	+60
NetworkAdjustments	+20
Breakdown	

Operator X	+10
Operator Y	+10

At the end of the day, operator R decides to share the net income through network adjustments (which would be €30) with operators X and Y so that each operator gets €10. In this example, the network adjustments have been counted on the same day. The model is completely open with regard to the time when these should be counted and it is up to the operators to decide.

Operator R must also generate the prize fund and live games records, as he is the operator that manages the games.

Operator R	
24:00 BOT	
TypeGame	PokerCash
LiveGames	
InitialBalance	0
Transactions	+60
FinalBalance	+60
BreakdownCommitments	
For the following day	+60
Prize funds	
InitialBalance	0
Transactions	0
FinalBalance	0
BreakdownPrize Funds	

Operator R does not manage players so he does not need to generate records CJT or CJD.

Operator X

Operator X also needs to generate records, specifically, player account and operator account records, but not game records or prize fund or live game records.

Operator X	
24:00 CJT	
InitialBalance	2,000
Deposits	0
Withdrawals	0
Participation	-170
Breakdown	
Operator R	-170
ParticipationRefund	0
Prizes	+90
Breakdown	

Operator R	+90
FinalBalance	1,920

Operator X gives the initial balance and final total of the gaming accounts, which in this example have undergone changes due to participation and prize transactions in the game managed by operator R.

In the operator account, operator X does not need to indicate either participation or prizes because it is not a game managed by him and the net income is not obtained from the difference between participation and prizes but rather as network adjustments.

Operator X		
24:00 OPT		
TypeGame		PokerCash
Participation		0
ParticipationRefund	0	
Prizes	0	
Prize Funds		0
NetworkAdjustments		-10

The gaming account by player, CJD, is very similar to CJT because in this example there is only one player. CJD must include the player identification, both for operator X and for network operator R.

Operator X		
24:00 CJD		
Player		
Player		Operator X + Player A (41) Operator R + Player A (123)
InitialBalance		2,000
Deposits		0
Withdrawals		0
Participation		-170
Breakdown		
Operator R		-170
ParticipationRefund	0	
Prizes	+90	
Breakdown		
Operator R		+90
FinalBalance		1,920

Operator Y

Operator Y		
24:00 CJT		
InitialBalance		1,000
Deposits	0	
Withdrawals	0	
Participation	-170	
Breakdown		
Operator R	-170	
ParticipationRefund	0	
Prizes	+160	
Breakdown		
Operator R	+160	
FinalBalance		990

Operator Y		
24:00 OPT		
TypeGame		PokerCash
Participation	0	
ParticipationRefund	0	
Prizes	0	
Prize Funds		0
NetworkAdjustments		-10

Operator Y		
24:00 CJD		
Player		
Player		Operator Y + Player B (56) Operator R + Player B (178)
InitialBalance		1,000
Deposits	0	
Withdrawals	0	
Participation	-170	
Breakdown		
Operator R	-170	
ParticipationRefund	0	
Prizes	+160	
Breakdown		
Operator R	+160	
FinalBalance		990

4 Use case: Correcting the winners of a bet

On day “n”, five players A, B, C, D and E take part in a sports bet, with respective bets of €1, €2, €3, €4 and €5.

The initial balance of each players was €10.

On that same day “n” the winners were decided, with player A winning €2 and player B winning €4.

On day “n+1” player D makes a claim and following the corresponding investigation the operator decides to withdraw the prize from player B and award a prize of €8 to player D.

Here are the records that would be generated.

Day N

In real time, the operator that manages the poker network generates the game records.

The JUT records give a breakdown of participation and prizes, listing the players corresponding to each operator.

16:00 JUT (Bet)	
Gameld	1
Totals	
Participation	-15
Prizes	+6

16:00 JUD	
Gameld	1
Player	
ID	Operator + Player A
Participation	-1
Prizes	+2
Player	
ID	Operator + Player B
Participation	-2
Prizes	+4
Player	
ID	Operator + Player C
Participation	-3
Prizes	0
Player	
ID	Operator + Player D
Participation	-4

Prizes	0	
Player ID		Operator + Player E
Participation		-5
Prizes	0	

And at the end of the day:

Operator Y		
24:00 CJD		
Player		
Player		Operator + Player A
InitialBalance		10
Deposits	0	
Withdrawals	0	
Participation	-1	
Prizes	+2	
FinalBalance		11
Player		
Player		Operator + Player B
InitialBalance		10
Deposits	0	
Withdrawals	0	
Participation	-2	
Prizes	+4	
FinalBalance		12
Player		
Player		Operator + Player C
InitialBalance		10
Deposits	0	
Withdrawals	0	
Participation	-3	
Prizes	0	
FinalBalance		7
Player		
Player		Operator + Player D
InitialBalance		10
Deposits	0	
Withdrawals	0	
Participation	-4	
Prizes	0	
FinalBalance		6
Player		
Player		Operator + Player E

InitialBalance		10
Deposits	0	
Withdrawals	0	
Participation	-5	
Prizes	0	
FinalBalance	5	

Day N+1

Following the claim, the game record should be generated with the same Gameld as day N.

In the JUT records in the amount fields, indicate the difference as the prize amount increases by +4. The "Correction" mark is not used.

16:00 JUT (Bet)		
Gameld		1
Totals		
Participation		+0
Prizes	+4	

And the JUD record should only include the transactions that account for the difference. The "Correction" mark is not used.

16:00 JUD		
Gameld		1
Player		
ID		Operator + Player B
Participation		0
Prizes	-2	
Player		
ID		Operator + Player D
Participation		0
Prizes	+8	

And at the end of the day:

24:00 CJD		
Player		
Player		Operator + Player A
InitialBalance		11
Deposits	0	
Withdrawals	0	
Participation	0	

	Prizes	0	
	FinalBalance		11
Player			
	Player	Operator + Player B	
	InitialBalance		12
	Deposits	0	
	Withdrawals	0	
	Participation	0	
	Prizes	-4	
	FinalBalance		8
Player			
	Player	Operator + Player C	
	InitialBalance		7
	Deposits	0	
	Withdrawals	0	
	Participation	0	
	Prizes	0	
	FinalBalance		7
Player			
	Player	Operator + Player D	
	InitialBalance		6
	Deposits	0	
	Withdrawals	0	
	Participation	+8	
	Prizes	0	
	FinalBalance		14
Player			
	Player	Operator + Player E	
	InitialBalance		5
	Deposits	0	
	Withdrawals	0	
	Participation	0	
	Prizes	0	
	FinalBalance		5