

# App Setup in Dummy System

## Confession

This project marks our first endeavor in **app development and web-based platforms**. Throughout this journey, we have devoted significant time and effort to **perfecting the business model and refining the conceptual framework**.

While we have done our best to ensure the seamless functioning of the **URS app and web portal**, we acknowledge that there may be some **gaps in the implementation** due to time constraints.

If any of the examples or instructions outlined in this guide do not function as expected, we sincerely request you to **refer to the demo videos** for both the **app and the website**. These videos provide a **clear representation of the intended workflow**, ensuring a comprehensive understanding of the system's capabilities.

We appreciate your patience and understanding as we strive to enhance this platform.

The **Unified Reward System (URS) App** allows users to experience a seamless **cashless transaction and reward system**. This guide will walk you through a **dummy setup** to help you understand the **core functionalities** of the app.

By following the steps below, you will learn how to **log in, make a dummy payment, create bills, and track reward points**.

## Step 1: Login to the URS App

To begin, open the URS app and log in using the following **dummy credentials**:

- **Email id:** ch21btech11008@iith.ac.in
- **UPI id:** Any upi id
- **Password:** 12345678

*Note: These credentials are set up for testing purposes. Ensure that you enter them exactly as shown.*

Once logged in, you will be taken to the **app's dashboard**, where you can access the key features.

## Step 2: Perform a Dummy Transaction

Now, let's simulate a **dummy payment**.

**Scan the QR Code Below** to initiate a **test transaction**:

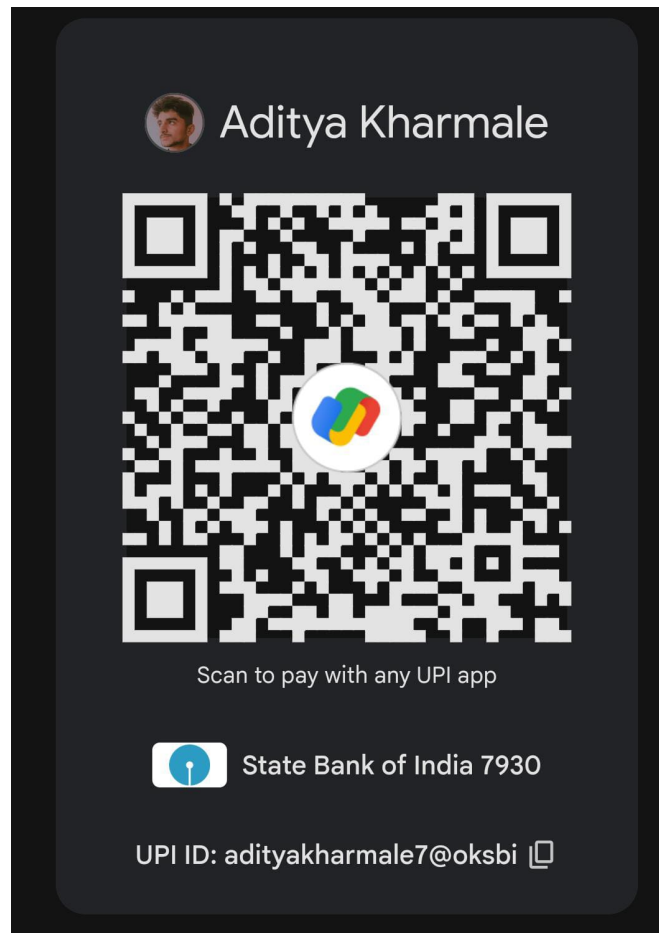


Figure 1: Dummy QR Code for Payment

Once the QR code is scanned, enter any amount and **complete the transaction**.

After the payment, the system will **record the transaction** in your history, but reward points will not be added yet—until you generate a bill.

### Step 3: Creating a Bill

Since **small vendors do not generate invoices**, the app requires customers to **create a bill manually** for their purchases.

**Here's how you can do it:**

1. Navigate to the **"Make Bills"** section.
2. Add some **random items** to the bill (e.g., Apples, Milk, Bread).
3. Ensure that the **total bill amount matches** the amount you paid in the dummy transaction.

**Why is this necessary?** The URS system validates purchases based on transaction amounts. If the bill doesn't match, reward points won't be issued.

### Step 4: Saving and Viewing the Bill

1. After adding items, **click on "Save List"** to finalize the bill.
2. You can now **view the bill in the "My Bills" section**.

**Pro Tip:** Saving the bill allows you to **track past purchases and spending trends**—a useful feature for **expense management**.

## Step 5: Checking Reward Points

Once the bill is created and saved, your reward points will be **instantly updated**.

1. Navigate to the **"Points" tab**.
2. You will see your **updated reward points balance**.
3. These points can be **redeemed at participating vendors** for discounts and exclusive deals.

**Congratulations!** You have successfully completed a **dummy transaction** and experienced how the URS app handles payments, bill creation, and reward tracking.

## Next Steps

This **dummy setup** gives a hands-on experience of how the URS app works. Feel free to **explore other features**, such as:

- Viewing transaction history
- Paying through contacts
- Redeeming reward points on exclusive deals

For testing the customer billing system on the website, you can enter the number '9876543210' as a dummy customer.

This will allow you to see the reward points redemption process in action and experience how the billing system integrates with the transaction records.

If you have any issues or questions, refer to the **Help & Support** section within the app.

For details on setting up the website locally, please refer to the **README** file located in the Website Directory.