**Agile Client Brief – NCR Atleos**

* ATM application
  + What the user interacts with
  + Run on Windows
  + Must be fullscreen – mouse and touch screen only
  + Must connect to the transaction switch to authorise transactions using an API
  + Transactions:
    - Cash withdrawal
    - Balance inquiry
* Transaction switch
  + Exposes an API that an application connects to and calls
  + Log file to see transactions happening
  + Transactions should be routed to network simulator
  + Sending from ATM to transaction switch through an API
* Network Simulator
  + Should automatically approve transactions

Demo:

* These working on different machines
* ATM on a laptop, different machine for switch and different machine for network simulator

Don’t need to replicate the styling in the mock ups – just to demonstrate the steps

How much info do they want for the transactional logs. Would it just be "User withdrew £--" or would it be full information like "User used this ATM at this time and did these actions"

* Basic transaction information and record this in the logs

Can it be a web front end for the UI or a native application?

* Choice is yours
* Real world native application with web on top – this is harder to you
* Up to you – it just needs to run fullscreen on windows

Are we expected to provide security for data transfer?

* Would like TLS
* Does not have to be mutual TLS
* Need a TLS certificate

Are there any requirements for the simulated card entry (e.g., PIN length or format)?

* Does not have to be fancy – could just be a button that says insert card

Any specific accessibility features which will need to be met?

* Think about contrast of colours, font size, button size, sensible labels

What type of API  should the transaction switch expose?

* Usually raw TCP/IP
* Moving to JSON – JSON server over HTTP should be fine

Are you expecting us to deal with data race and provide a way to mitigate this?

* For now no
* The transaction switch and simulator should be able to deal with multiple clients though

Should the UI design follow any specific branding or accessibility guidelines?

* Up to you
* There are no specific requirements as long as it looks like an ATM
* PDF is a guide in terms of layout

Are there any constraints' for simulated card entry (EG. pin length, format?)

* Research a typical card – PAN format
* When you insert a card it reads the PAN number – about 19 digits
* Simulate a card that you can insert – don’t want to have to type it in
* 4 is an acceptable pin length

For the automatic approval of transactions with the network simulator does it actually need to verify the account before approving?

* It would be nice to see some test accounts – in memory is fine
* Simulator knows about the accounts
* Some dummy accounts with dummy numbers and balances
* Could implement some basic pin validation
* Don’t need any more than this

Any technologies or frameworks used within the company which you would like to keep consistent?

* Appropriate technologies – whatever you think

How much data is the network simulation expected to process? are we automatically responding positively top all transaction requests or are we simulating a network of apps with DBs responding individu

* Simulator and transaction switch should be able to deal with multiple incoming requests – multi threaded

If you had a magic wand that could do anything what feature would you wish for?

* ATM application and seeing transactions between the transaction switch after the first week
* ATM application working on desktop
* What are you connecting to what?