# 6COSC006W - Final Year Project Report

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**Declaration** 

## Abstract

# Acknowledgements

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#### 1. Introduction

This chapter aims to give an overview of the context of this project, the problem is trying to resolve and objectives.

mobile applications that accumulate loyalty points or work by using stamps on a card paper

Nowadays there are many possible ways to make a digital payment securely and safely. In the developed countries, it is very common to see people walking around supermarkets without even a wallet and paying with the mobile phone using Apple Pay, Google Pay or similar technologies that involves some connection with a bank card details (such as Samsung Pay, WeChat wallet, Alipay and so on).

#### 1.1 Problem statement

Nowadays there are many ways a retailer can reward the most loyal customers. There are loyalty schemes almost for everything, from the coffee shops to flights. The more money you spend with a company more likely they are going to offer you special discounts because it is easier and more convenient for the business (Jovancic, 2019).

The current most common type of loyalty schemes available in restaurant such as Starbucks, Pizza Hut, Domino's require the customer to register online on their service and then download a mobile application (DevTeam.Space, 2020). Sometimes is the cashier that confirms the stamp or other times is the record of the purchase in the customer account. Other smaller food restaurants usually have a classic paper card where the cashier can make stamp on it. The cards are usually made with empty icons that can be filled with the stamp to represent the accumulation of visits with purchase.

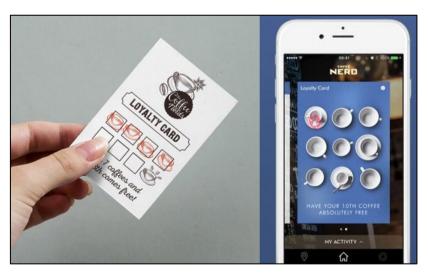


Figure 1. Paper loyalty card and loyalty Mobile App

In the developed countries with high innovation, it is very common to see people walking around supermarkets without even a wallet and paying with a mobile phone using Apple Pay, Google Pay or similar technologies that involves some registration with a bank card details (such as Samsung Pay, WeChat wallet, AliPay and so on).

## 1.2 Aim and Objectives

# 2. Background