# Minimum Viable Product Requirements

V1.0
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# The Give Vision

*"A crypto-currency that helps kids give to charities and others in need and get a financial education"*

The GIVE token enacts positive or virtuous cycles in all its aspects and dimensions to establish an abundance based ecosystem (win-win-win-win). Such an ecosystem, thanks to its standardized protocol, in turn enables different layers of new or enhanced value adds that are added to the schools' and kids' lives.

More information available in our white paper: https://give.si/LightPaper

There are 3 main pillars of this program:
- **Give Ecosystem:** The environment within which all the actors of the system interact with each other.
- **GIV Token:** The GIV token is the native currency of the system. All transactions performed by the Kid will be using GIV.
- **Give Product:** This will be the software application using which the actors would interact with the Give Ecosystem.

The Give application product would be developed in three stages -
- **Prototype run:** 400 9-11 year old kids from our Give Labs will test our prototype.
- **Beta run:** For ~5 schools and kids from 5 years to 18 years.
- **Final product run:** For all the schools participating in the Give program.

For the prototype run, a 'minimum viable product (MVP)' is to be developed. The MVP will consist only of the most critical features of the Give application. The MVP would be a web application with responsive design or React.js based application so that it is easy to interact with on a desktop, laptop, tablet and smartphone. The main intention of building the MVP is to gather feedback for future product development and test out the assumption and hypothesis construed during product development.

The purpose of this document is to detail the features and functionality of the Give MVP (Minimum Viable Product) for the prototype run.

# The Give Prototype and Beta program

The MVP will have a prototype run at Give Labs. Around 400 kids would be selected. These Kids would be given access to the MVP application. The main purpose of the MVP application would be to gauge the reaction of the Kids to the app and track the user engagement.

Based on the results of the pilot run, the MVP would be refined and 'beta' test of the product is planned in September 2018.

The Give ecosystem will start the GIV economy in its beta test with 10,000 kids in Q3 2018 in selected Private Schools of South East Asia (Thailand and Cambodia) with the help of several world-renowned technology and content partners and the local schools' communities. The following schools are included for the Give beta phase:
1. **British International School Phuket**
2. **Lycée Français International de Bangkok**
3. **HeadStart International School, Phuket**
4. **Australian International School Phnom Penh**

So, in total around 8,000 students (5 years old to 18 years old) and four schools would be part of the beta phase that will be in operation for a duration of 9 months starting September 2018.

# Assumptions for the Prototype

The following are the assumption agreed for the Give prototype to be successful.

**Give Token generation:** The Give Foundation pre-generates the 'GIV' tokens to be used by the actors in the system. These tokens would be freely distributed by 'The Give Foundation' to the students participating in the pilot. There would be no process of purchasing GIV by any actor in the Give ecosystem. These tokens would be created on the Ethereum test-net.

**Give Token Cash-out:** The Give Foundation will provide the facility for vendors, NGOs, Content partners and other 3rd party providers the ability to exchange GIV with Fiat money (local currency).

**Participating School & Students:** The Give Lab participating in the Give prototype run will provide user profile details of the students and contact details of respective parents. The school staff would provide the necessary classroom support and guidance to the students for using the Give MVP product.

**Content Partners:** Aflatoun International would be the content partner in the prototype run and will be responsible for providing all the Financial Literacy education related content to be consumed within the app and taught by teachers in the classroom. The content would focus of the basic principles of money management such as:

      a. Financial Decision Making
      b. Savings
      c. Spending
      d. Planning and budgeting
      e. Giving
      f. Investing
      g. Earning

**Technology Partners:** Give will partner with InSchool[1] to provide the technology infrastructure required for Kids to perform transactions - ID Tag and Transaction Pod.

- **ID Tag**: A QR code or NFC enabled tag or a band to identify and authorize the Kids. When the application moves beyond the Beta phase other unique identifiers such as email id or phone number would be attached to the ID tag.
- **Transaction Pod**: A computing device such as a mobile or tablet which is capable of reading the ID tag .

Each Kid would be provided with an ID tag for them to execute transactions. Other entities such as Schools, Vendors, NGOs, etc. would be provided with a 'transaction station/pod' that would read the information from the ID tag.

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[1] inschool.io/

**Charities and Vendors:** All Charities and vendors are to be pre-identified and added to the Give Ecosystem before the start of the prototype run. The process of selecting and onboarding the Charity and Vendor would be offline and outside the scope of the MVP.

# Give MVP - Business Processes

Following are the various business processes involved in the Give ecosystem.

## Creation and Distribution of GIV.

For the Pilot, test version of Give tokens would be generated in the Ethereum testnet. These tokens would have no real-world value. 'X' Give tokens would be pre-minted and distributed for each kid.

## Registration of new students

1. The school admin shares with Give Foundation the database of the kids for them to have an ID tag.
2. The Give Foundation provides the ID tags (supplied by InSchool) for the student to the school.
3. The school teachers distribute the ID tags to the students selected for the pilot.
4. The student goes to transaction pod and scan his ID tag.
5. The Give app opens the 'User Profile' screen for the student (based on the ID tag mapped to the student by the school admin).
6. The Student verifies/updates the following details(all the details can be obtained from the school and be pre-filled in the page) in the User Profile page.
   a. Full Name
   b. Date of Birth
   c. Parent's email id (1 or 2 emails?)
   d. Students Photo
   e. School Name
7. After viewing the User profile page, the Student clicks/taps 'Activate' and enters the app.

## Registration of Parent

This is not part of the MVP. For the MVP purposes the Parent can use the Students login to access the Give Wallet.

## Send GIV to other Students (part of community)

Let's say Alice and Bob are two students of the same school and are part of the Give program. Alice wants to send GIV to Bob. Alice will perform the following steps:

1. Alice scans her ID tag at the transaction pod.
2. System opens Alice's session.
3. Alice taps on 'Send'.
4. System prompts Alice to enter the amount of GIV to send.
5. Alice enters the amount of GIV and taps 'To'.
6. System prompts receiver (Bob) to scan the ID tag.
7. Bob scans his ID tag and taps 'Accept'
8. System executes the transaction and GIV is transferred from Alice's account to Bob's account.

## Wallet and Sub-wallet Setup

1. The Give Foundation Admin creates the different sub-wallets, for instance - Saving, Spending & Give. The Admin will also define the % of GIV to be distributed to the sub-wallets.
2. When the student receives GIV, the system will allocate Give to different Sub-wallets. Lets say Give Admin decides the following:
   a. Investment - 20%
   b. Saving - 20%
   c. Education - 10%
   d. Play - 40%
   e. Give - 10%
3. When the student receives Give the next time, the tokens are automatically distributed across his sub-wallets. So if Alice receives 20 Give, the tokens are visible in the sub-wallet as follows:
   a. Investment - 4
   b. Saving - 4
   c. Education - 2
   d. Play - 8
   e. Give - 2

## View Give in wallet (Student)

Bob wants to view the Give tokens in his wallet. Bob will perform the following steps:
1. Bob goes to the transaction pods and scans his ID tag.
2. System opens the app with the Wallet screen. Showing the latest balance in the wallet.
3. Bob taps the screen to view the balances of the sub-wallet.

## New Vendor Registration

For the MVP, The Give Foundation will select and onboard the Vendors directly into the application. All the details of the Vendors will be present for the Kid to send or receive GIV.

# New Charity Registration

For the MVP, The Give Foundation will select and onboard the Charity directly into the application. All the details of the Charity will be present for the Kid to send or receive GIV.

# Give MVP - High Level User Stories

Following are the high-level users stories and features that are to be developed in the MVP.

User Stories for the Give Admin:

| User Role | User Story | Priority (Value Added) | Effort Level |
|---|---|---|---|
| Give Admin | As an Admin I must be able to add all Student data in the app. | High | |
| Give Admin | As an Admin I must be able to add all Vendor data in the app | Low | |
| Give Admin | As an Admin I must be able to add all Charity Organization data in the app | Low | |
| Give Admin | As an Admin I must be able to create Sub-wallets and set % of allocation of funds to each sub-wallet (can be hard coded) | High | |
| Give Admin | As an Admin I must be able to mint GIV and distribute GIV to Kids | High | |
| Give Admin | As a Give Admin I must be able to 'overrule' or 'reverse[2]' a transaction | Low | |
| Give Admin | As a Give Admin I must be able to create a template for a smart contract based 'classified' ads so that Vendors/Parents/Charities/School can upload classifieds of their products and services they wish to sell. | High | |

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[2] Aka canceling out the existing transaction or create the reverse transaction.

User Stories for the Kid:

| User Role | User Story | Priority (Value Added) | Effort Level |
|---|---|---|---|
| Kid | As a Kid I must be able to login into the app by my ID tag at the transaction pod. | High | |
| Kid | As a Kid I must be able to view my profile information in the app. | High | |
| Kid | As a Kid I must be able to receive GIV in my wallet | High | |
| Kid | As a Kid I must be able to view the balance of GIV in my wallet and in each sub-wallets | High | |
| Kid | As a Kid I must be able to transfer from one sub wallet to another within the app | High | |
| Kid | As a Kid I must be able to send GIV by scanning my ID tag at the transaction pod or scanning the beneficiary's ID tag and confirm the transaction with my ID tag. | High | |
| Kid | As a Kid I must be able to view education video in the MVP application. | Medium | |
| Kid | As a Kid I must be able to view an Apple tree representing my wallet. The apple tree is a visual representation of the amount of GIV I have in the wallet. As I receive more GIV the tree must grow. As I spend GIV the tree must become smaller. | High | |
| Kid | As a Kid I must be able to search and select a task to perform for a Charity organization. | High | |
| Kid | As a Kid I must be able to search and select product or service from a Vendor. | High | |

User Stories for the Vendor:

| User Role | User Story | Priority (Value Added) | Effort Level |
|---|---|---|---|

| Vendor | As a Vendor I must be able to login into the app by scanning my ID tag. | Low | |
|--------|---------------------------------------------------------------------|------|---|
| Vendor | As a Vendor I must be able to update my profile information in the app. | Low | |
| Vendor | As a Vendor I must be able to receive GIV in my wallet | Low | |
| Vendor | As a Vendor I must be able to view the balance of GIV in my wallet. | Low | |
| Vendor | As a Vendor I must be able to transfer my GIV to the Give Foundation. | Low | |
| Vendor | As a Vendor I must be able to upload my products or services in the app along with rates | Medium | |

User Stories for the Charity:

| User Role | User Story | Priority (Value Added) | Effort Level |
|-----------|-----------|------------------------|--------------|
| Charity | As a Charity I must be able to login into the app by scanning my ID tag. | Low | |
| Charity | As a Charity I must be able to update my profile information in the app. | Low | |
| Charity | As a Charity I must be able to receive GIV in my wallet | Low | |
| Charity | As a Charity I must be able to view the balance of GIV in my wallet. | Low | |
| Charity | As a Charity I must be able to transfer my GIV to the Give Foundation. | Low | |
| Charity | As a Charity I must be able to upload my details of charitable tasks in my organization in the classifieds. | Low | |
| Charity | As a Charity I must be able to sign-off and confirm that the Kid has performed the task mentioned in | High | |

| | the classifieds for my NGO. | | |
|---|---|---|---|

# Give MVP - UI Mockup

Following are the sample UI mockups of the Give MVP for reference purposes. The UI screens would be updated after working with the UI/UX designer.

## 500 GIV

250 USD

View Transactions

**Buy**    **Sell**

1 GTN = 2.02 USD    1 GTN = 1.98 USD

## Children's Wallet

| Mike's Balance | 150GIV | > |
| Jane's Balance | 150GIV | > |

## Incentives

| Visit Dentist | 5GIV | > |
| Add Incentive | 0GIV | > |

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# Profile Information

## Select School

British International School, Phuket

## Select Student Id

S123

S1230 - Mike Smith
S1231 - Jane Chang
S1232 - Michelle Wong
S1233 - Paul Cook

## Link Parent Wallet

Thomas Smith

Add Parent

< Back    Next

**Left screen:**

63 GIV

< FED    ECHO    UNDP >

# Earn Give

| | |
|---|---|
| Sunday cleaning | 5GIV > |
| Tutor classmate | 3GIV > |
| Car Wash | 2GIV > |

**Right screen:**

63 GIV

| | | | | |
|---|---|---|---|---|
| 15 | 10 | 25 | 5 | 8 |
| F | S | P | E | G |

| | | |
|---|---|---|
| Freedom | 15GIV | > |
| Savings | 10GIV | > |
| Play | 25GIV | > |
| Education | 5GIV | > |
| Give | 8GIV | > |