Ecosystem Service Department Talent Growth and Learning Project:

Payment

1. Overview

Payment is a vital part for an e-commerce business. The customer wants fast, easy and - most importantly - secure payments. Requiring credit card details for every payment will prevent the customer from using the service when they don't have time to re-enter all the details, but storing credit card details requiers us to comply with very strict security standards (PCI/DSS). Some credit card processing services (like Stripe) can take care of both processing credit cards and securely storing the card details for us.

2. Tasks

1. Integrate different payment providers:
    1. Points (mandatory)
    2. At least one credit card provider (e.g. Paypal, Stripe) - use sandbox accounts and test cards
    3. (optional) Bitcoin
    4. Other ideas
2. Authorize and create transaction (mandatory)
    1. Provide amount
    2. (optional) Consider different currencies?
    3. Validating card details: number, expiry date, name, CVV2
    4. Validating available points for point backend.
    5. (optional) 3D Secure.
3. API for Finalizing transaction (mandatory)
4. (optional) Cancel transaction API
    1. Optional: consider when should cancel a transaction
5. (optional) API for changing amount of money
6. (optional) Check and save card numbers
    1. Validate card details without an amount.
    2. Save card number according to PCI/DSS standards (encryption, etc.)
    3. Create card ID.
    4. API for users to use card ID directly for payment.
    5. Optional: consider a separate service for card detail storage (PayVault).

3. Requirements

1. Should be scalable up to a peak rate of 100 transactions per second, regardless of payment services being used (as long as these services support the workload).
2. Scalability should be close-to-linear, i.e. doubling the numbers of servers should increase the capacity by close to 100%.
3. Transaction reliability should be over 99.99% percent. Transaction could fail due to payment service errors, but we need to properly track their status. A transaction that was charged to the user's credit card but not recognized by our system is something we really want to avoid.

4. Architecture