

Alumni Engagement Reward Program

What is Alumni Engagement Reward Program?

In order to provide incentive to Young Alumni keep engaging with the University, the University offer different kinds of benefits that alumni can use their engagement points to redeem. The program is a user platform that let alumni log into their account with their ID number, check their engagement status, request engagement points and redeem gifts.

Project Goal:

The project goal is to implement object oriented programming concept by using C++ and fulfil the need of Alumni Engagement Loyalty Program automation.

How the program works:

The program will import a list of current alumni data set that includes following fields: ID, First Name, Last Name, Graduation Year and Major. To start the program, the program will ask users to log into their account with either ID numbers or other information. If users choose using ID numbers to login, the program will scan current alumni list to find the alumni if there's no such ID numbers in the current data set, it will keep asking users to choose method to log. On the other hand, if users choose to use other information, e.g. First Name, Last Name, Graduation Year and Major, to log in the program will map the information with current alumni list to find their ID numbers if there's no match record the program will add users into record and assign ID numbers to them (sort the ID number from smallest to largest, new ID is add 1 to largest current ID).

After user login to account, the program will ask users if they would like to request or redeem points. If users choose request points, the program will list down event list that users can request. Once users selected certain event, the program will add the points to their current points and show most up-to-date points. If users choose redeem points, the program will list down gift list that users can redeem. Once the users selected certain gift, the program will deduct the points and show most up-to-date points. And then ask users to input their address information and record the information into data set. The program can let users to request or redeem points as many time as they wish, and users could check their current status anytime they want. Once users log out from the program, the program will output file to keep updated alumni data set and end the program.

Project Structure:

Layer	Required Features
1. Log-in Page <ul style="list-style-type: none">- Enter ID #- Find your ID #/Create your ID # (By input First, Last Name, Grad Year and Major)	Users can input ID number to retrieve their account, if the user doesn't remember ID number, the system can look it up by matching first name, last name, graduation year and major information. If the user is not in the system, the the system will add the user in and assign a new ID number.
2. Menu Page <ul style="list-style-type: none">- Greetings first and last name.- Show the current Engagement- Menu options:<ul style="list-style-type: none">• Request your Engagement Points• Redeem your Engagement Points• Check current status• Exit	After retrieve the user's information, the page will show user's current engagement status and visualize engagement with Ralphie's graph and indicate users' points with color change (if the user has 24 points, there will be 24 stars change to yellow). And then list down the menu for user to choose next action.
3. Following Pages <ul style="list-style-type: none">- If choose 'request points', list down events the person would like to request point. Once user choose the event return to menu page.- If choose 'redeem points', once user chose the item they would like to redeem, ask user to input their address. Then return to Menu Page	Once user choose to request/redeem points the system will modify the record base on user's choice. And return to menu page, with updated engagement status and ranking. If user choose to redeem a gift, the system will ask user to input mailing address, the info will be recorded into system.