Type: Feature	**Title:** Gift Exchange	**Status:** ON

Context: It would otherwise be tradition for one to spend his own participation and algorithmic acuity to forgo gift exchange events. This feature assumes the irreplaceability-convenience of virtual contact, as seamless anonymity can only exist in *raffling*.

Core Decision: Implement an interaction for gift exchange events, such as *secret santa*.

Prospects	Decision Parameters	0TD Concerns
1. Asynchronous interaction handling mutliple users ⋈ Edge cases: ← Not participating ← Canceling ← Interaction authority ← Feedback on failed runtime, including unsuspecting mismatch ◇ Integrity in algorithm	§ **Builders:** ← SlashComand builder for feature prompting ← Button builder for choice-based interactions ← ActionRow builder for joining btn components ← Embed builder for asynchronous updates on active participants and randomization § **Filtration:** ← Parse interactions as objects ← Flatten then transform object data via array flatmap with innate filtration § **Control:** ← Store interaction user as variable ⤷ Restrict interaction privileges elsewho	⤸ Anually-congruent matches ⤸ Inactive VPS ⤸ Serverless analytics

Decision Process	Results and Conflicts		

...Builders
...Filtration
...Control
• Separate randomization and user response concerns
• Disable buttons and send confirmation concomitantly via promise
• No database → used client-side validation
  – Simultaneously stored matches via Map and Set objects
  – Compared map and set to validate uniqueness
	1.	1.	