2. Merchant context architecture

The merchant context is, for the moment, a simple service, used to contain merchant data regarding merchant itself, its shops, shop payout configuration, bank accounts, currencies, etc. It achieves this by the use of a couple dynamodb tables coupled with a simple wrapping API.

- Ability to convert from (local) PSP merchant identifiers to global IDs (shops). This is important in many places of the system (e.g. when a confirmed operation arrives, when PSP wishes to initiate payout). This is represented the convert API endpoint + convert lambda
- Ability to manage both merchants and shops - basically CRUD HTTP operations for merchants and shops
- Bulk import through S3 file upload (Turkish Gecad Merchants Import)