

Product Requirements Document (PRD): Quantix Digital Marketplace

Project Name: S2017 Digital Market

Company: Quantix Labs

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Reference Model: Jubaly.com

Document Version: 1.0

1. Executive Summary

The goal of this project is to develop a high-performance, secure, and mobile-responsive web platform for the sale of digital game top-ups (e.g., Free Fire Diamonds, PUBG UC), gift cards, and software licenses. The platform will mirror the user experience and service flow of Jubaly.com while maintaining a unique identity for the new client.

2. Target Audience

- **Gamers:** Looking for fast, reliable in-game currency top-ups.
- **Digital Consumers:** Users purchasing gift cards (iTunes, Google Play, Steam).
- **Admins:** Quantix/Client staff managing inventory and orders.

3. Functional Requirements

3.1 User-End Features

- **Landing Page:** High-impact hero section with featured games and categories.
- **Product Catalog:** * Categorization by Game, Region, and Type (Top-up vs. Gift Card).
 - Dynamic search and filtering.
- **Top-up Logic (Variable Input):**
 - Input fields for **Player ID** and **Server ID** are based on the specific game requirements.
 - Selection of denomination packages (e.g., 100 Diamonds, 500 Diamonds).
- **Cart & Checkout:**
 - Guest checkout and registered user checkout.
 - Real-time price calculation, including any processing fees.
- **User Dashboard:**
 - Order History (Processing, Completed, Cancelled).
 - Profile management (Email/Password).

- Wallet system (Optional, for stored balance).

3.2 Administrative Features (Admin Panel)

- **Dashboard:** Overview of daily sales, pending orders, and user growth.
- **Inventory Management:** * Ability to add/edit games and digital products.
 - Managing region-specific pricing and stock levels.
- **Order Fulfillment:** * Manual and Automated processing of game top-ups.
 - Email notification trigger upon completion.
- **Payment Tracking:** Log of all transactions with reference IDs.

4. Technical Requirements

4.1 Technology Stack (Recommended)

- **Frontend:** React.js with Tailwind CSS (for responsiveness).
- **Backend:** Node.js with Express or Python/Django.
- **Database:** PostgreSQL (Relational data for orders and products).
- **Infrastructure:** AWS or DigitalOcean with CI/CD via GitHub Actions (Managed by Karthik Rajlee).

4.2 Payment Gateway Integration

- Integration of multiple local and international gateways:
 - **Primary:** SSLCommerz or Bkash (similar to Jubaly).
 - **Secondary:** Stripe for international credit cards.
- Webhook implementation for real-time payment confirmation.

4.3 Security

- SSL Encryption (HTTPS).
- JWT (JSON Web Tokens) for secure authentication.
- Protection against SQL Injection and XSS.

5. User Journey Map

1. **Entry:** User lands on homepage, searches for "Free Fire".
2. **Selection:** User selects a Diamond package and enters their "Player ID".
3. **Checkout:** User proceeds to payment, chooses "UPI and Other Modes of Payment".
4. **Verification:** User completes payment on the gateway; the site receives a success webhook.
5. **Fulfillment:** Order status moves to "Processing"; Admin delivers, or the system automates delivery.
6. **Completion:** User receives email/SMS confirmation.

6. Success Metrics (KPIs)

- **Load Time:** Home page loading in under 2 seconds.
- **Conversion Rate:** Percentage of visitors who complete a purchase.
- **Mobile Usability:** 100% functionality across iOS and Android browsers.
- **Order Accuracy:** Zero errors in Player ID processing during automated delivery.

7. Project Schedule (Summary)

- **Phase 1 (Week 1):** Design, DB Architecture, and Core UI.
- **Phase 2 (Week 2):** Payment Integration, Logic, Testing, and Deployment.

Approval Sign-off: Pradeep Kumar (Overall Head) Quantix Labs