

Documentation, Onboarding, Sandbox

Uduak Obong-Eren, Sam Kummary, Lewis Daly

PI-16 update October 2021



Outline



- Documentation v2 Progress
- Hackathon Updates
- Mojaloop Sandbox Updates
- Roadmap Planning
- Onboarding strategy & tools

PI 15 Goal - Sandbox for Hackathons

Confidence: 4



Goal	Support APIX Hackathon participants engage with RTP rails for G2P CBDC->DOMESTIC RTP use case in particular.	
Key Epics	1. Derisk use of 3PPI API in B2B/G2P scenario for Hackathon Users. Demonstrate G2P transaction injected via 3PPI, derisking this for all Cross-Network usage. DONE!	2. Ensure 3PPI is fully documented use case in the Sandbox for P2P usage DONE!
	3. Improve our Value Prop in the Developer Portal (API as Product). Improve sandbox.mojaloop.io information architecture and landing page to help hackers grasp use case quickly DONE!	4. Support the merchant extensions teams with important demos
Not Doing now but important next	Help get the same content working on Rwanda sandbox and Sybrin IronBank Sandbox Dependent on 3PPI team (also Lewis!) for 3PPI into mainline code repository. - A	Make sandbox easily upgradeable to the latest Mojaloop Release - Done Showcase Hub features & core business processes like settlement using OSS UI Figure out how to connect this to the Training Team, the Documentation Team and the 3PPI team, and the Community Team!!! ("no silos")
Success Defined How?	At least 1 hack participant at MAS event tries the API/Sandbox - Success!	We use this as our definition of done to showcase 3PPI in action for P2P and get an adopter engaged with what it takes to take it to market.

PI 15 Goal - Sandbox for Hackathons

Confidence: 4



Support APIX Hackathon participants engage with RTP rails for G2P
CBDC->DOMESTIC RTP use case in particular.

Goal
Key Epics
Not Doing now but important next
Success Defined How?

1. Derisk use of 3PPI API in B2B/G2P scenario for Hackathon Users. Demonstrate via 3PPI, derisking this for all Cross-N

DONE

2. Ensure 3PPI is fully documented use case in the Sandbox for P2P usage

DONE

3. Improve our Value Prop in the Developer Portal (API as Product). Improve sandbox.m architecture and landing page to help hack quickly

DONE

4. Support the merchant extensions teams with important demos

Didn't Happen

Help get the same content working on Rwanda sandbox and Sybrin IronBank Sandbox

Dependent on 3PPI team (also Lewis!) for 3PPI into mainline code repository. - A

Make sandbox easily upgradeable to the latest Mojaloop Release - Done

Showcase Hub features & core business processes like settlement using OSS UI

Figure out how to connect this to the Training Team, the Documentation Team and the 3PPI team, and the Community Team!!! ("no silos")

At least 1 hack participant at MAS event tries the API/Sandbox - Success!

Yep! More than 1

We use this as our definition of done to showcase 3PPI in action for P2P and get an adopter engaged with what it takes to take it to market.

Not Really

Documentation v2



- Moving from Gitbooks rendering engine -> VuePress
- Polish and future-proof our documentation
- Improved features
 - Better handling of links (less 404s in the future)
 - Versioning support + Automated Releases
 - Custom components

Why not just look at the preview?

docs-preview.moja-lab.live

Documentation v2



Current Migration Plan:

Month	Task	Date
October	API specification documentation migration - Phase I (FSPIOP API)	10/15
	Add contributing guide to the Mojaloop Docs repository	10/19
	API specification documentation migration - Phase II (Other APIS)	10/24
	Verify links on all specification documentation pages	10/28
	Deploy migrated specification documentation migration	10/30
	Start technical documentation migration	11/01
November	Complete technical documentation migration	11/22
	Cut-off and switch-over to Mojaloop Docs 2.0	11/24
	Verify links on all migrated technical documentation	11/26
	Deploy technical documentation 2.0	11/29



Hackathon Updates

Hackathon Updates



- The OSS Sandbox Supported 2 hackathons this PI:
 - Global Fintech Hackcelerator (CBDC Hackathon): 30/08 - 27/10
 - HiPipo Women in Fintech Hackathon: 08/08 -15/08

mojaloop + GLOBAL FINTECH HACKCELERATOR

- APIs available at sandbox.mojaloop.io
- We provided support for teams to understand and use Mojaloop's APIs
- Of 15 teams, 3 were interested in using Mojaloop
 - 1 Team wanted to learn more about our federated KYC approach (ALS)
 - 2 Teams were interested in Mojaloop to land real funds in non-CBDC based wallets
 - 1 Team went on to build a demo sending funds from a CBDC-based wallet to users in an imaginary Mojaloop switch in PHP and MMK
- Submission date is today! 27/10/21

HiPipo Women In Fintech



- The community provided intros to Mojaloop
- Support also on #hipipo-include-everyone channel
- 11 teams used the Sandbox Environment
- 3 teams managed to send P2P transfers with the TTK following this guide: sandbox.mojaloop.io/guides/developer-tooling/ttk-p2p.html
- Some interfaced endpoints that they call in the sandbox and they were returning errors
- Many were eager to demo the 3PPI API as it served a good purpose for non funds holding initiatives.

Key Takeaways



- In past hackathons, teams were more likely to be fintechs than DFSPs, so we focussed on 3PPI-based use cases
 - That pattern didn't hold for this hackathon
- It's not always clear to teams whether they should be a PISP or DFSP... or both.
- Multiple Currency Support != Cross Currency Support

More Takeaways



- Good documentation helped teams dive in and learn with real code snippets.
- A common, easily accessible sandbox (no VPN, preconfigured Parties and DFSPS) makes it easy to onboard + support users.
 - *How do we continue to make it easy while still demonstrating our security model?*

Questions that often came up



- "Can we have another currency? We want to add MMK to our demo."
 - Yep, no problem
- "I want a DFSP that I can just send funds with 1 API call"
 - Doable with the Mojaloop SDK, but I don't think you're always understanding our use case...
- "I ran out of liquidity for DFSP x and Currency y - what do I do?"
 - The sandbox doesn't currently expose the settlement API, but clearly there is a need!
- "I want to be able to send funds easily with the SDK APIs, but also get a nice UI experience to look up that transfer at a later date"
 - Coming with the Hub Operator Framework, also with Payment Manager
 - Balancing usability and feature sets is difficult.
- How do I easily create Demo Credentials for 3PPI Account Linking?



Sandbox Updates

Sandbox Updates



- Improved tooling - mojaloop/ml-oss-sandbox project
- API List
- “Model Village”
- 3PPI Linking and Transfer Guides

Let's take a look together at sandbox.mojaloop.io



Goal	More than just P2P?	
Key Epics	Deploy and switch over to Docs v2	Deploy Business Ops Tooling + Expose Core Business Processes in Sandbox
	Improve sandbox automation and security (IAC)	Build on the Model Village: <ul style="list-style-type: none">- Additional demo showcase- Fineract/Payment Hub Support- Payment Manager Support
Not Doing now but important next	Mock FX API support? ...	
Success Defined How?	Docs v2 is deployed	Sandbox deployable with IAC, well tested



Onboarding Strategy & Tools

Onboarding strategy & tools team



Focus Persona identified by the OS&T FG (subset of persona defined by the Mojaloop Foundation and Community Council: Participants, Builders, Funders, Governance, Influencers)

1. Hub Operators
2. Contributors (not just devs)
3. Funders (Donors, NGOs, etc)
4. Innovators

Onboarding strategy & tools team Overview



1. Membership

- a. community council covering various areas

2. Initial goals

- a. Facilitate running Mojaloop and supporting tools (eg. TTK) easily
- b. Make it easy to onboard various different users on to the Mojaloop ecosystem

3. Responsibilities

- a. Prioritize persona for each phase / PI
- b. Identify gaps based on prioritized persona
- c. Create a [backlog of items](#) based on gaps identified that are analyzed and discussed
- d. Interact, liaise with other existing work-streams, groups to address gaps identified
- e. Meet regularly to discuss open issues and progress (merged with sandbox team)

Gaps identified and addressed



1. Setting up and configuring Mojaloop
 - a. Onboarding guides
 - b. Migration guides
 - c. Contributor guides
 - d. Release notes
 - e. Demonstration videos
2. Finding relevant information on Mojaloop GitHub
 - a. Contributor guides
 - b. Repo renaming and re-organization
3. Need demonstration videos, documentation to setup Mojaloop
 - a. Mojaloop youtube channel: TTK, Core videos
4. Demonstration tools for P2P and other prioritized scenarios
 - a. Sandbox, TTK, Payment Manager
5. What are a Mojaloop Scheme responsibilities
 - a. [Mojaloop business documentation](#) (Scheme choices, operator guides)

Gaps identified in progress or backlog



1. Understanding the Mojaloop family of APIs

- Provide a list of typical scenarios/use cases (ie create a DFSP, make a payment) with API examples that explains the flow of API calls, the parameters and the subtle differences in each scenario

2. Information needed for Instant Payment RFPs

- Key differentiators, design principles, marketing material. How typical payment scenarios are handled in Mojaloop and how existing seemingly incompatible APIs, systems can interact with Mojaloop. Integration abilities of Mojaloop

3. What does Mojaloop offer out-of-box

- Product capabilities (comprehensive). Regression test plan documents in readable format (versioned)

4. How to operate Mojaloop within the constraints of another payment system

- How to express Mojaloop scenarios in a way they can integrate with a Mojaloop (based) system as an FAQ page consisting of: known use cases that are difficult to map. Examples include reservation of funds for banks, FSPs having off-time and such others

5. Hub Operator Guides

- Quick start guide, Hub Operator journey (starting points, scheme responsibilities, Hub operator responsibilities and eventually a guide on how to take Mojaloop and start using it to eventually setup a Mojaloop Hub)