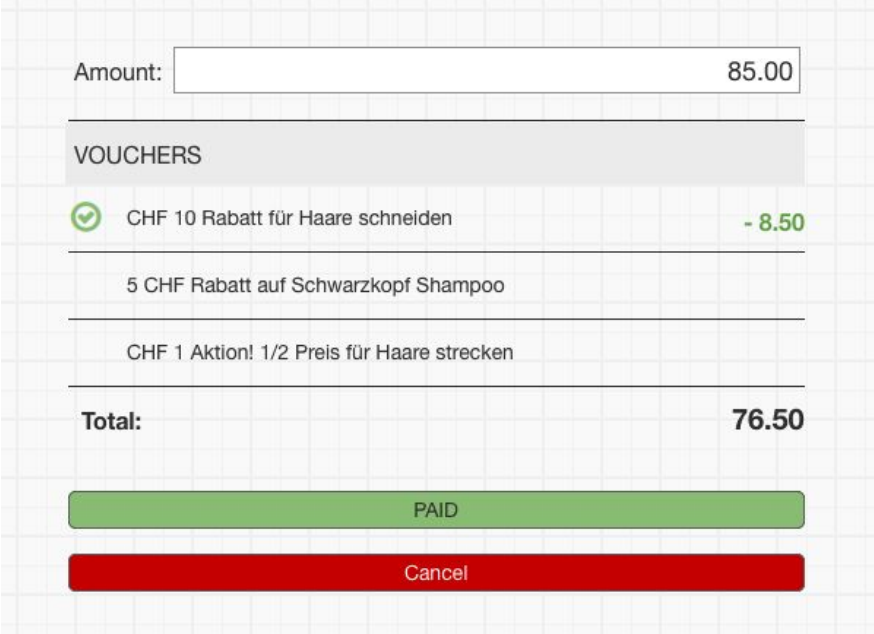
Loyalty Backend – Scope

Components

- Admin UI
    - Login / Auth (username / passwd for 1 admin user)
    - Customer List (clickable)
    - Customer Detail with list of purchases (timestamp & amount) and loyalty summary balance in CHF
    - Configuration for loyalty in CHF (example CHF 100.– = Voucher CHF 5.–)
    - Add a new purchase (amount in CHF)
    - Automatically create a new voucher based on the defined rule (Configuration)
    - Mark voucher as redeemed (see image below)
    - A voucher must automatically expire after 6 minutes without any manual action (for testing purposes).



- Client App (iOS or Android)
    - Create a new user and display after creation the user ID
    - See the current CHF balance and all *valid* vouchers listed (and expiration date of each voucher dd.mm.yyyy hh:mm).

User stories:

1. Customer install app + register -> gets CustomerID
2. Admin login uid/pwd
3. Admin selects customers by CustomerID => sees list of purchases + loyalty balance
4. Admin manually enters purchase amount and marks voucher(s) as redeemed
5. Customer see new CHF balance in app: >100 CHF => voucher 5.-

Non functional requirements:

1. App must offline-capable: If there is no connection, it must show the last known state.
2. Security must be granted (will be tested on API level)
3. Performance and Scalability might be load tested

Deliverables:

1. **Thursday August 25th 2016, at 10 am**
    a. API Doc including all server URLs (both app and admin), incl. API key/credentials
    b. App version for basic security testing

2. **Friday August 26th 2016, at ~~10~~ 9 am**
    a. Presentation PDF
    b. Presentation & Demo of final solution
    c. Enterprise build on bitrise (link)
    d. **Optional:** Suggestion how to redeem a voucher in the store, under the following circumstances (one additional slide in presentation):
    – Customer has no internet connection
    – Most simple user experience for anti nerds

Schedule

- August 17th 2016, 09:30: Call for questions regarding this requirement document
- August 26th 2016, at 10 am: Presentation by each team, 30 minutes:
    - 10 Minutes demo (according to user stories)
    - 10 Minutes presentation of findings, architecture, scalability, etc.
    - 10 Minutes questions by jury and other teams
- August 26th 2016 from 10 am until 3 pm: Freeze for **security and load testing** by jury all systems **must** be up and running **(no changes anymore!)**
- August 26th 2016 4pm: Announcement of winner & prizes

Evaluation criteria:

1. Level of Completion
2. Application architecture (extensibility, scalability, security)
3. Presentation
4. Innovation & Creativity

Reward for winning team:

1. We will surprise you ;-)