



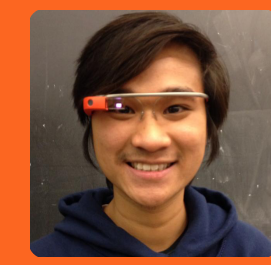
# REDEEMIFY



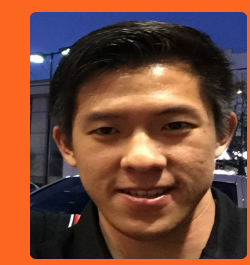
Group 39



Tho Truong



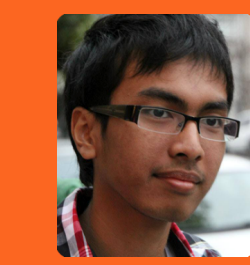
Quoc Thai  
Nguyen Truong



Steven  
Valentino



Tom Yet



Farandy  
Ramadhana



Shaun  
D'juhari

Client  
Prof. Armando Fox

A platform that allows customers, typically purchasers of an e-textbook, to redeem a bundle of promo codes from vendor partners

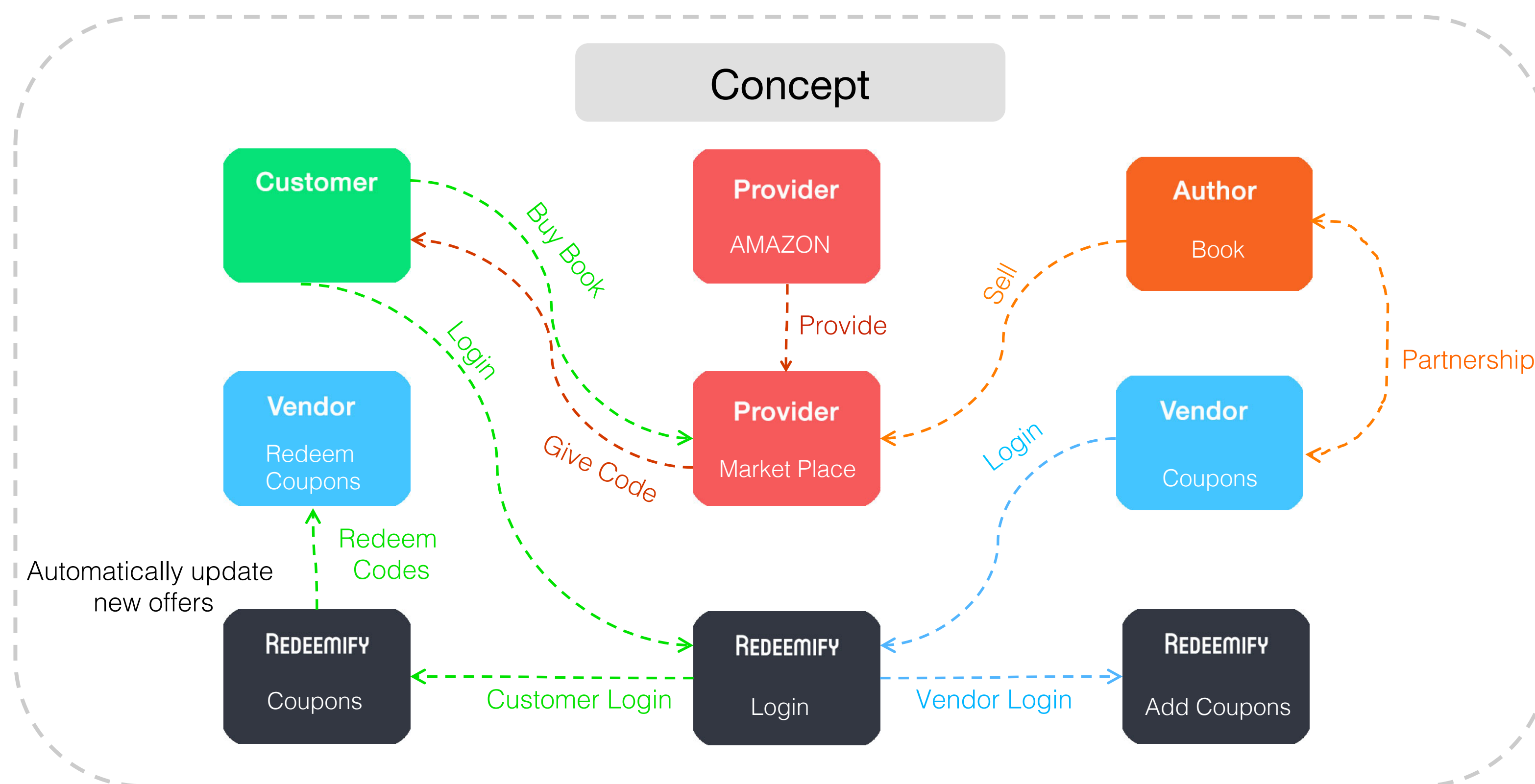
## Introduction

- Redeemify** is a platform that allows a **Customer**, typically purchasers of an e-textbook or students of designated courses, to redeem a bundle of promo codes from **Vendor** partners. For example, a student who has purchased **Professor Armando Fox's** textbook can visit **Redeemify** to gain access to codes and instructions to redeem gift certificates and/or discounts from **Vendors** such as **Github** and **Heroku** (potentially).

## Challenges & Lessons

- Our most significant technical challenge was coming up with a good model design. This came in two main stages – firstly, in translating the relationships between different entities such as **Providers**, **Customers**, and **Vendors**, and secondly, in deciding the appropriate relations for capturing different types of information.
- This project taught us the value of the TDD + BDD framework, and how testing contributes greatly to a well-functioning app. More broadly, we came to appreciate, through experience, the benefits of agile development. Working in a scrum also allowed everyone to remain on the same page and be proactive on our goals throughout, despite the challenge of a large team.

## Concept



## Motivation

- We believe the app will not only encourage the sales of the SaaS textbook, but also discourage piracy since customers are granted access to attractive offers from a variety of vendors.

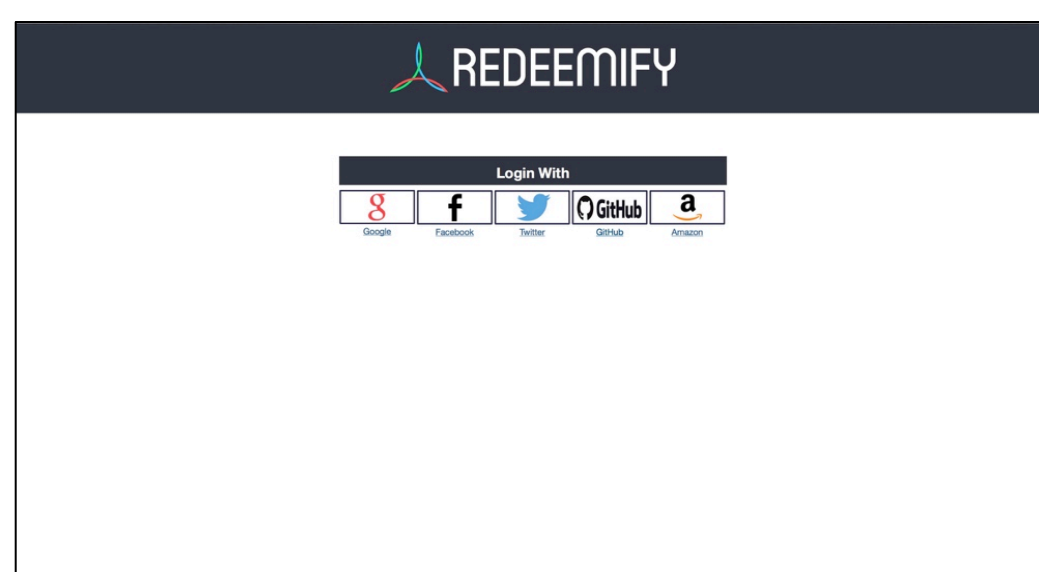
## Iterations

- Iteration 1:** Implemented 3rd party login and designed database model.
- Iteration 2:** Implemented **Vendor/Customer** model. **Vendor** features to update profile/upload codes.
- Iteration 3:** Implemented **Provider** model. **Provider/Vendor** features to update profile/upload codes and remove codes.
- Iteration 4:** Implemented feature to allow **Customers** to delete their accounts securely. Implemented more security features. Improved UI.

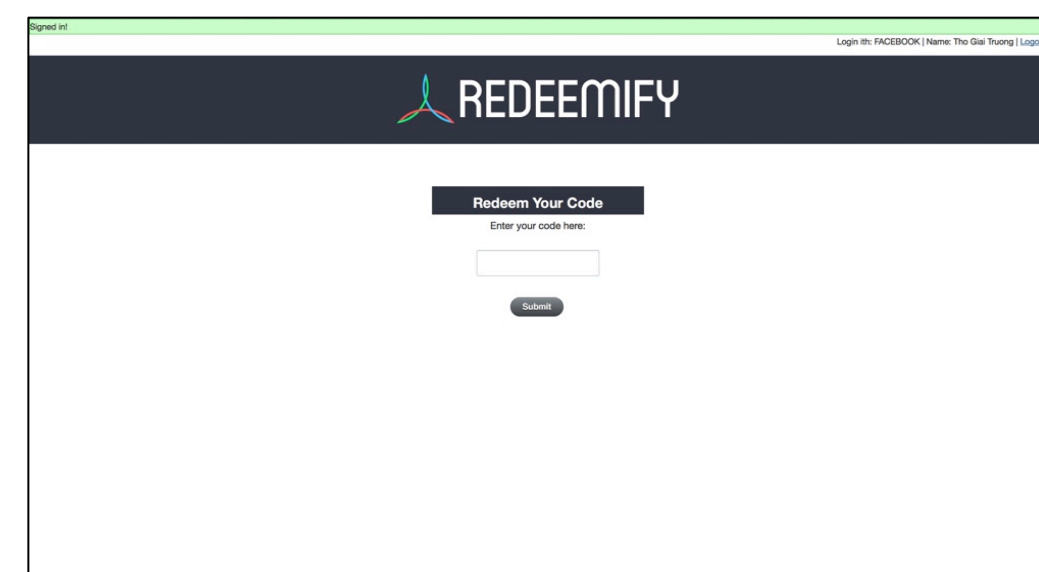
## Selected Features

- Customers**, **Vendors** and **Providers** can log into the app using 3rd-party authentication with **Facebook**, **Google**, **Amazon**, **Github** or **Twitter**. The app also automatically differentiates users from **Vendors** and **Providers** to provide the appropriate functionality for each.
- Customers** can log into their accounts to view the offers available to them from assorted vendors. They can also view detailed instructions on how to redeem their gift packages and other relevant information (eg. expiration date). Additionally, if they exercise the option of deleting their accounts, their sensitive information will also be deleted from the app's database.
- Vendors** and **Providers** can view their promo code utilization history and upload new codes as needed. They can also download and delete any unused codes.
- Vendors** can also customize their instructions to suit their offer schemes. If the need arises, they can also log in as a **Customer**.
- A designated admin for the app can also have access to an interface that gives her a full overview of **Customers**, **Providers** and **Vendors** using the app, along with other relevant functionality and information.

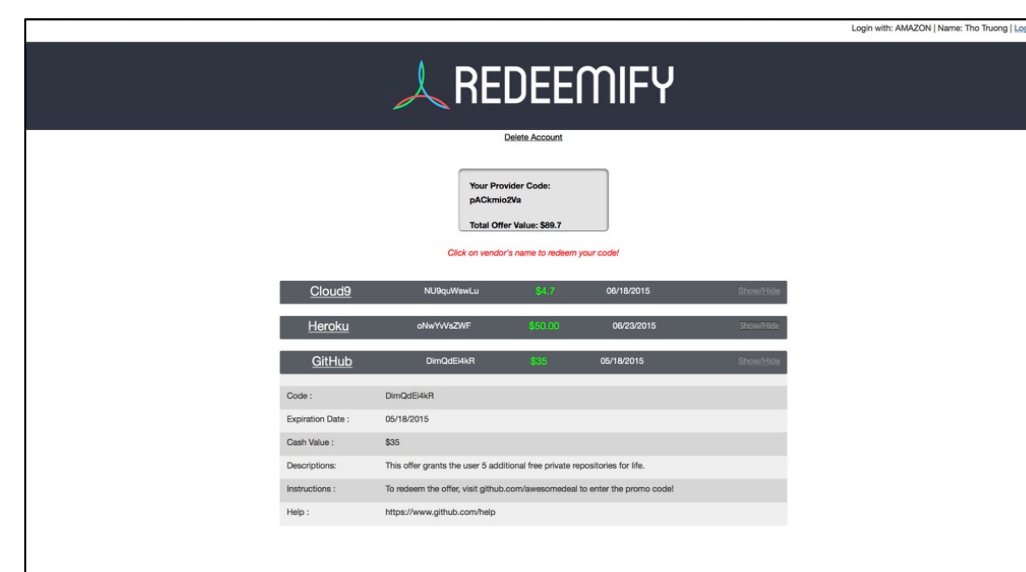
Provider, Vendor,  
Customer Login



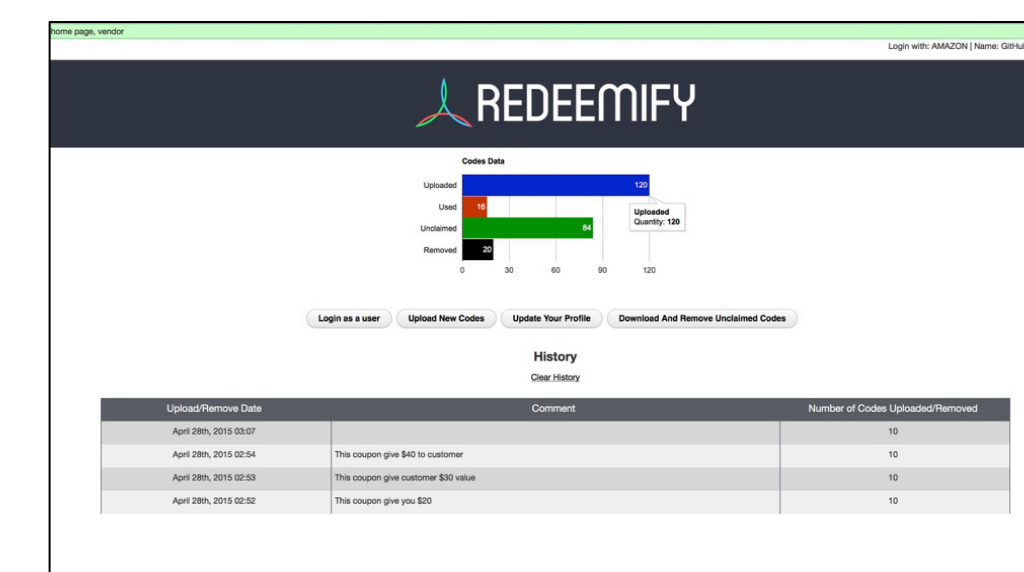
Customer  
Redeem Code



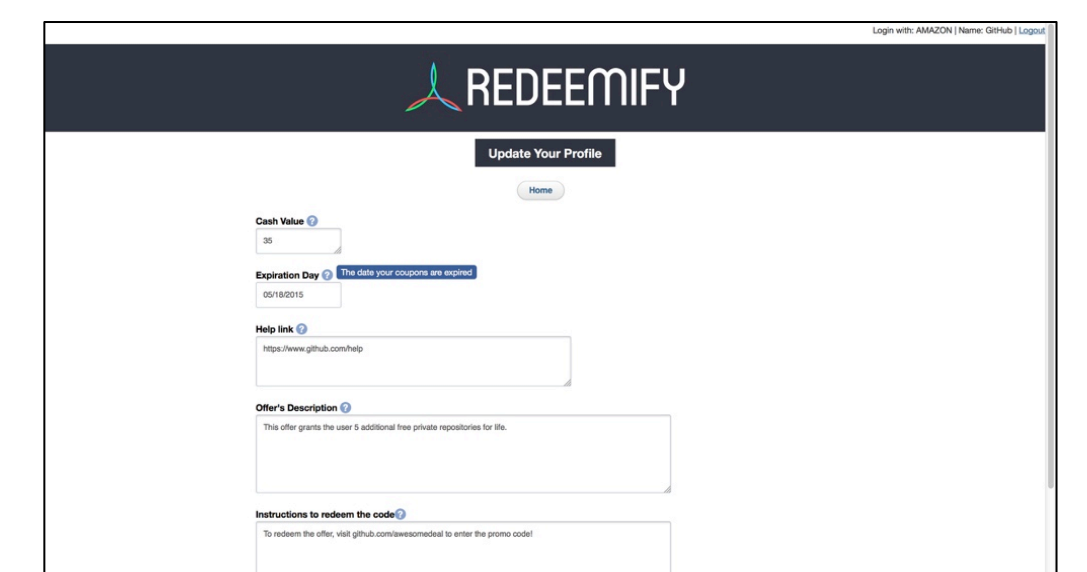
Customer  
Home



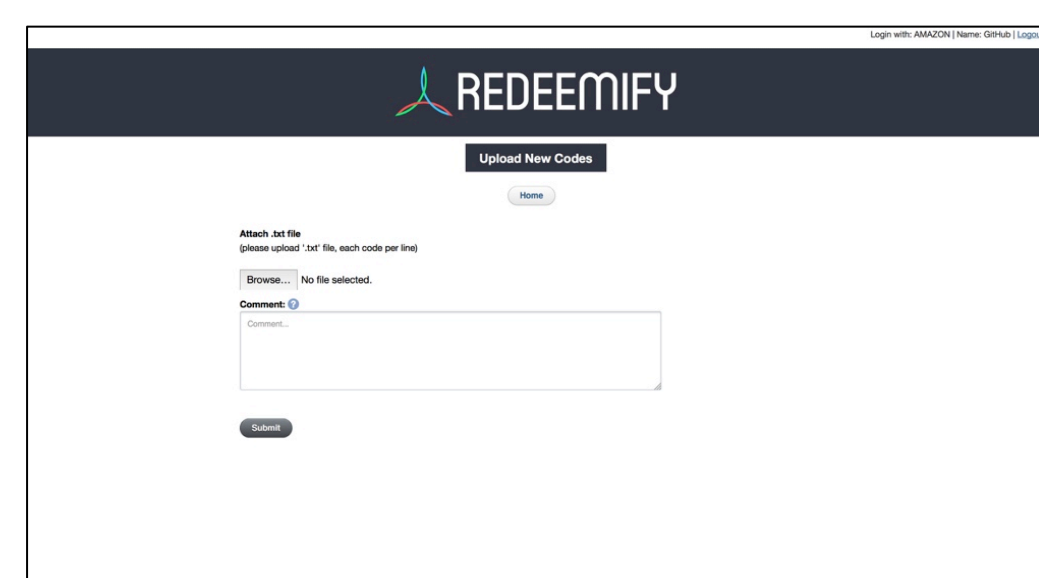
Vendor  
Home



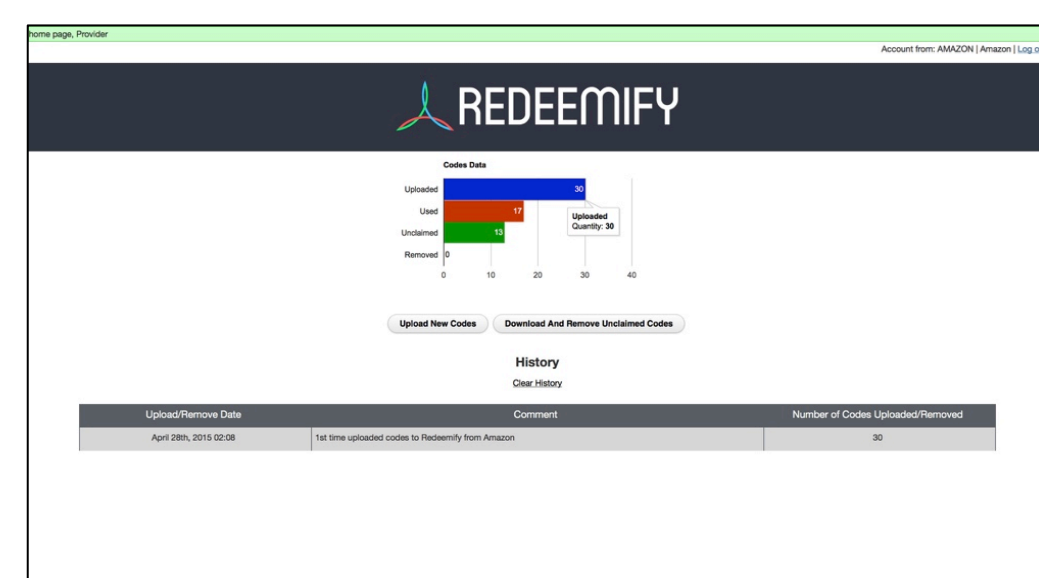
Vendor  
Edit Profile



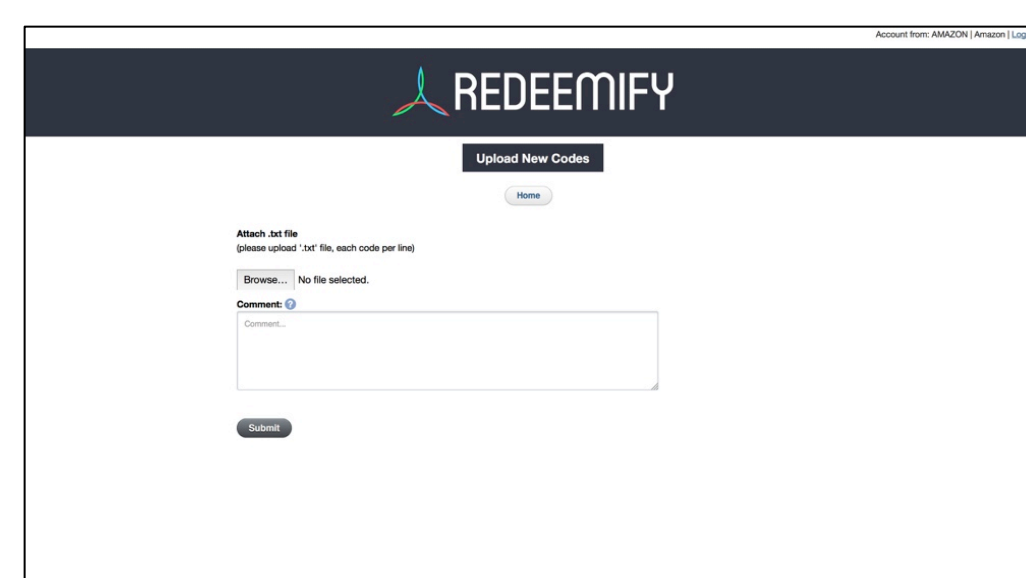
Vendor  
Upload Code



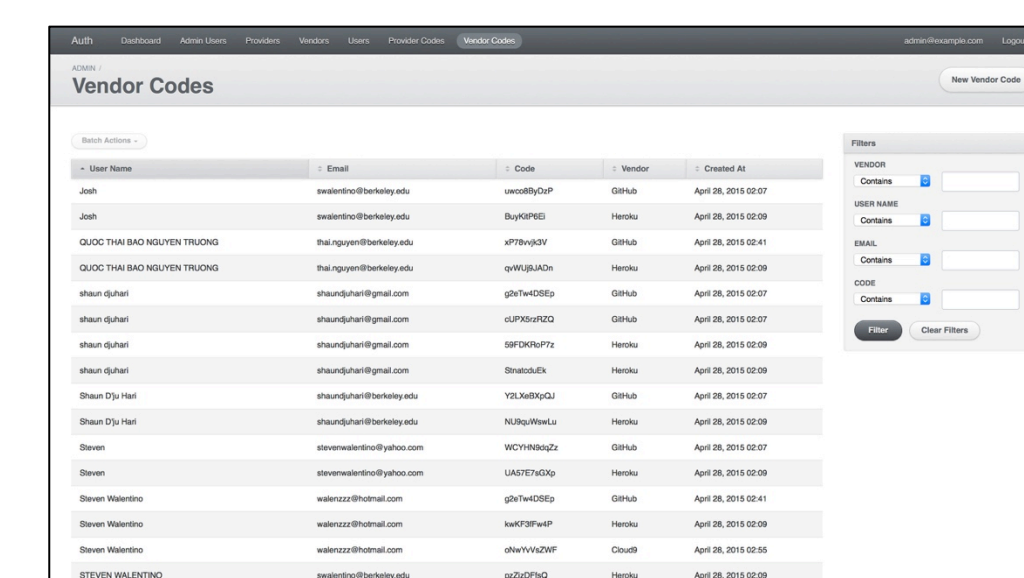
Provider  
Home



Provider  
Upload Code



Admin  
(Vendor Codes)



Admin  
(Users)

