E-Money

1. Concept
   The E-Money platform is a system develop to solve the problem of split payments between friends in online or onsite shops.

   Using this new technology, people can send/receive funds in their virtual wallet that can be used to pay services/sales.

   The real money will be send to the destiny by E-Money, and the customers can send funds to the virtual wallets using they credit cards or other payment way available on their country.

   To do payments or transfer funds to other wallets, the customer can use the website (in future) or the mobile app.

   The stores must require funds using the E-Money API Rest.

2. Architecture
   a. Backend
      The backend system will be developed using NodeJs and Postgresql.
   b. Frontend
      The frontend system will be developed using Java (android app).

3. Workflow
   a. Customer create your profile.
   b. Customer create one wallet and get their number.
   c. Customer insert funds in the waller using one payment available.
   d. Customer send funds to another wallet.
   e. Customer invalidate discount in your wallet.
   f. Store register sale on system to receive funds.
   g. Store access sales registered.

4. API JSON data
   a. user

```
{
    id_user,
    username,
    password,
    type
}
```

   b. customer

```
{
    id_customer,
    id_user,
    name
```

user
{
id_user,
username,
password
}
}

c. store
{
id_store,
id_user,
name
user
{
id_user,
username,
password,
type
}
}

d. wallet
{
id_wallet,
id_customer,
description,
}

e. transaction
{
id_transaction,
id_wallet,
id_store,
value,
status
}

5. Next steps
    a. Web frontend implementation.
    b. limit searchs using the id inside the jwt token
    c. implement refund
    d. implement fund transfer between customers