

Portal GiftShop 2021

Summary of Giftshop:

Portal web Front / Dashboard that is going to exchange coins for prizes and has the game "Ruleta" to give more options to clients for earning additional coins.

Note about DB

- All coins are store on another DB (Mi Bitel)
- Giftshop is going to have their own DB for application front/dashboard

Cases:

1. Case 1: Bitel clients that have played games and earned coins on Bitel Aventura (Platform Mi Bitel) and Bitel Arcade (Gaming Portal) are going to be able exchange their coins for prizes.
2. Case 2 : If the client has enough coins for exchange on selected prizes it proceeds according to the flow.
3. Case 3: There is going to be a mini game inside the Gift Shop called "La Ruleta" in this mini game will have 2 options:
 - a. Customers can buy chances for the ruleta with coins from the gift shop.
 - b. Customers can buy with balance chances for the ruleta ie: 5 soles 3 chances, 10 soles 5 chances.

The ruleta can give customers coins, extra chances, wins nothing and also data.

Flow on Giftshop

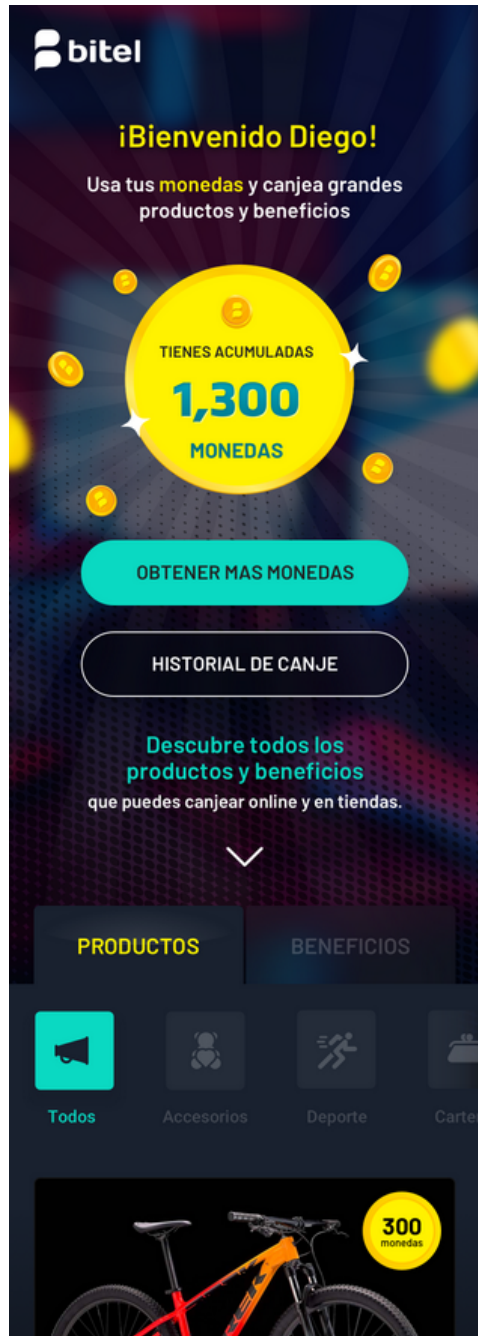
1. Access to Giftshop:
 - ❖ Bitel Arcade (Gaming platform) : Users that has a subscription are able play games and save coins
 - If a user already has a subscription it means they already have a Mi Bitel account. Thus is able to access validation of (Mobile Number /PWD) is automatically (Backend)
 - ❖ Mi Bitel Account:
 - If user came from Mi Bitel it is going to be validate (Mobile Number /PWD) automatically(backend)

2. Information of coins earned

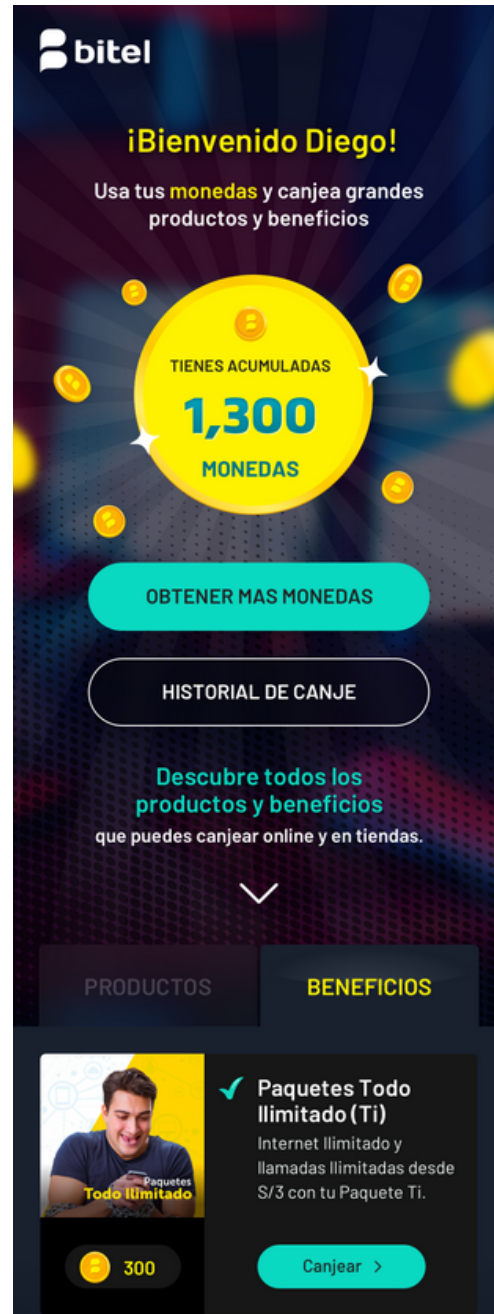
- Base on validation of (Bitel number) each user is going to get information of their total Coins that have earned from (Bitel Aventura and Bitel Arcade)

Responsive : <https://zpl.io/VYq1yoM>
Desktop: <https://zpl.io/VQNQWy5>

Tab : Products



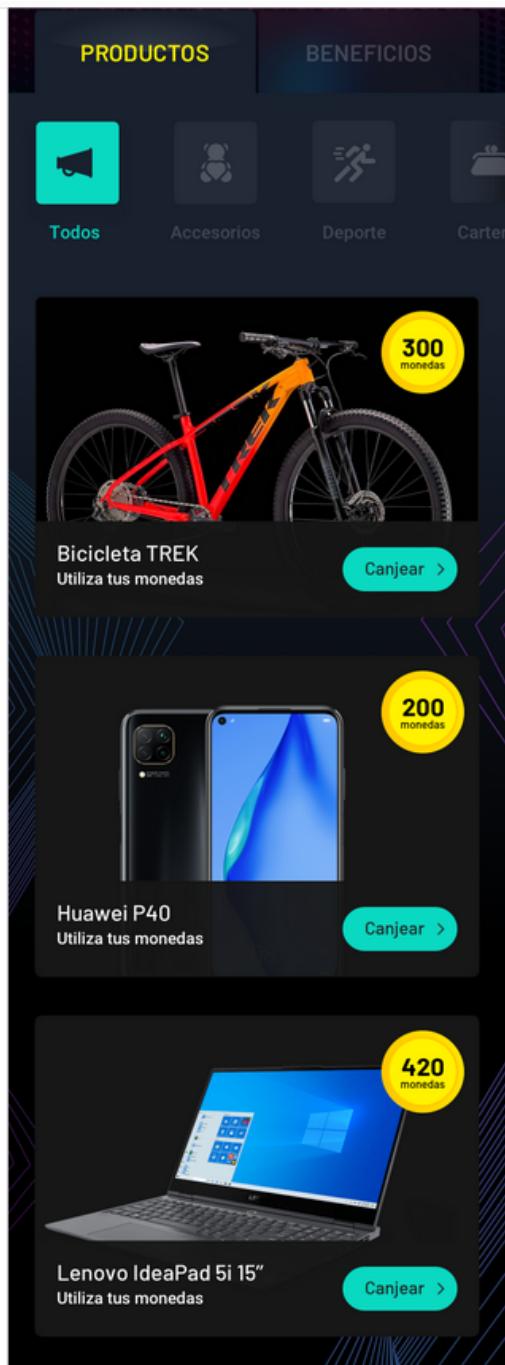
Tab : Benefits



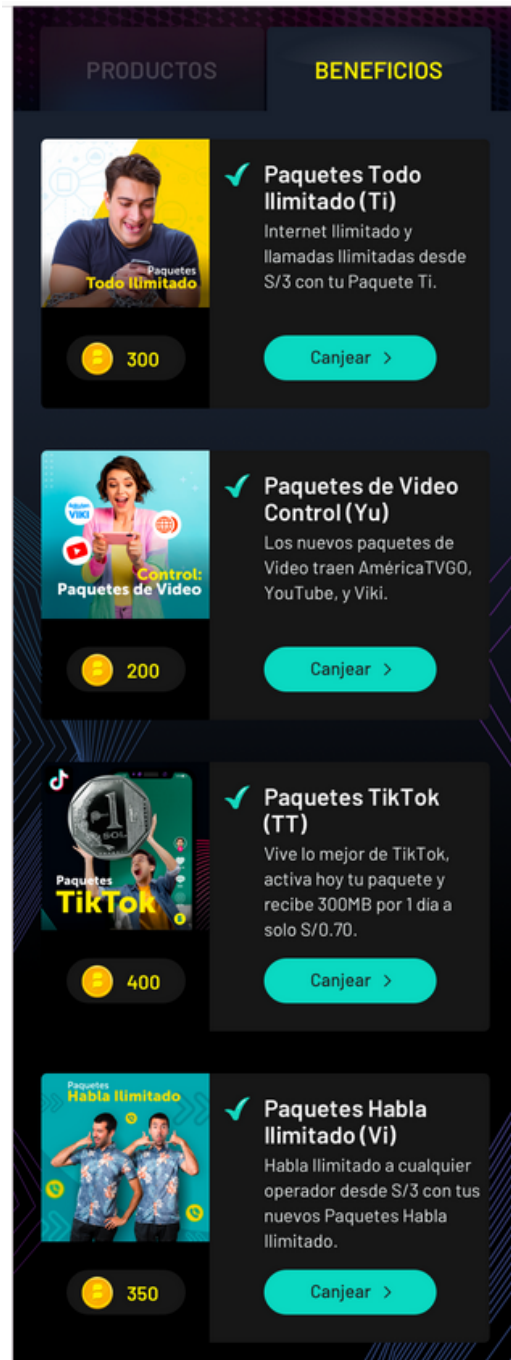
3. Product available for exchanging

- Catalogo of products that is going to be categorized on tab of benefits (pending name of category)
- Each product is going to show their price in coins

Responsive <https://zpl.io/bW8m6Lk>
Desktop: <https://zpl.io/VQNQWy5>

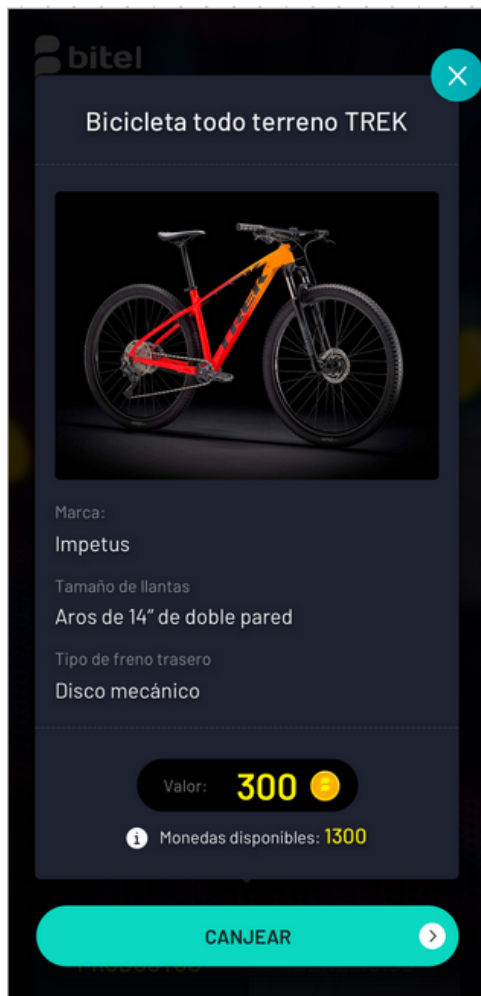


Responsive <https://zpl.io/bW8m6Lk>
Desktop :



4. Process to exchange coins for product
 - Clients select products where price in coins is displayed.
 - Press button “canjear” is going to validate total coins and redeem the value of coins.
 - This transaccion needs to be registered on Historial.

Responsive: <https://zpl.io/b6KxGvm>
Desktop: <https://zpl.io/aBzW5pA>



Responsive: <https://zpl.io/2p37wB8>
Desktop: <https://zpl.io/aX79M1p>

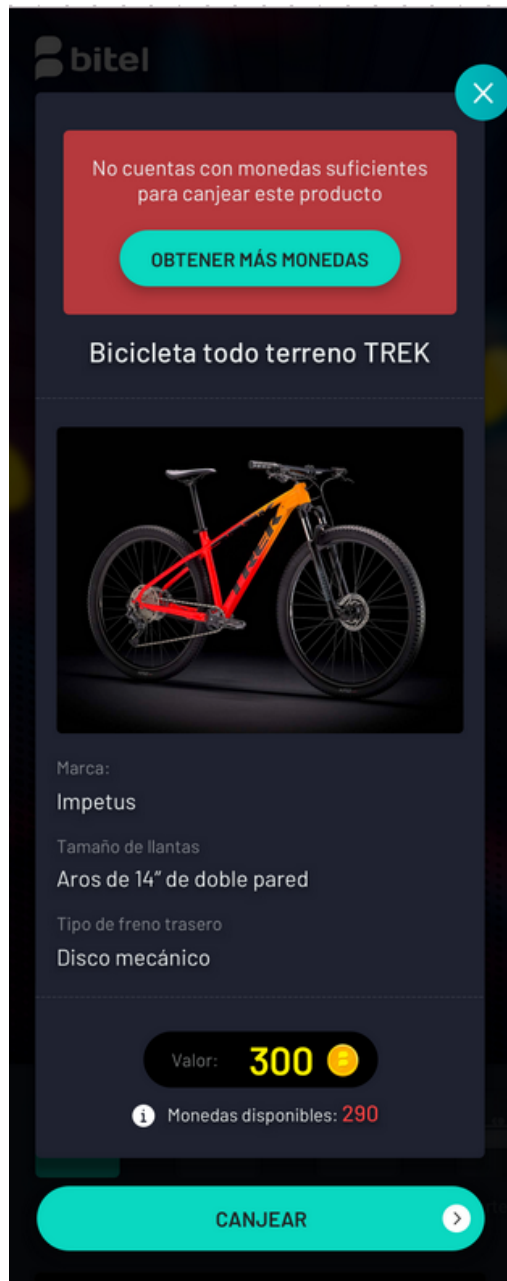


4.1 Not enough coins to exchange products

- Press button “canjear” is going to validate total coins, if it is not enough, show notification with hyperlink to redirect the section of game “Ruleta”

Responsive: <https://zpl.io/2EQxneY>

Desktop: <https://zpl.io/2ZMnJB4>



5. Get option to add more coins

- Each Client is going to have x option by default to play Ruleta, where it could win and earn more coins or not to win.

Responsive: <https://zpl.io/aBzd4qQ>
Desktop: <https://zpl.io/Vx3wYXX>



Responsive: <https://zpl.io/be3O6LW>
Desktop: <https://zpl.io/V4Nz1Mp>

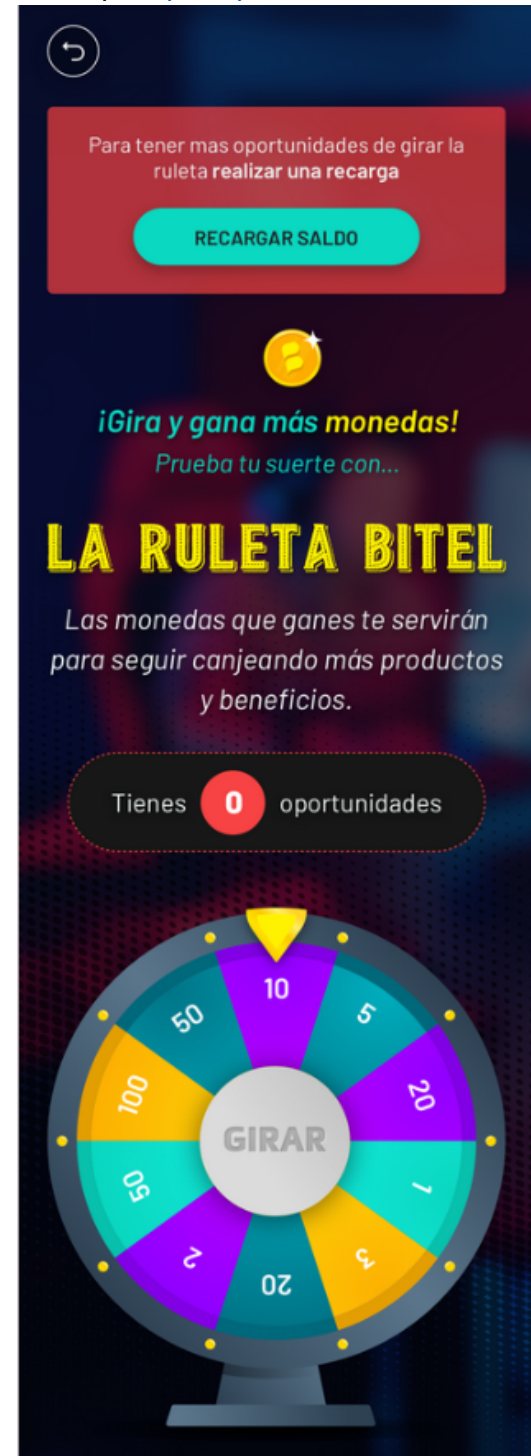


5.1 Get more option to play Ruleta

- If clients already have used their X option to play ruleta, it could purchase more options to play.
- Client can recharge balance and it is going to be redeemed for each time play ruleta,

Responsive: <https://zpl.io/aR496Ep>

Desktop: <https://zpl.io/an3LKEx>



6. History of exchange

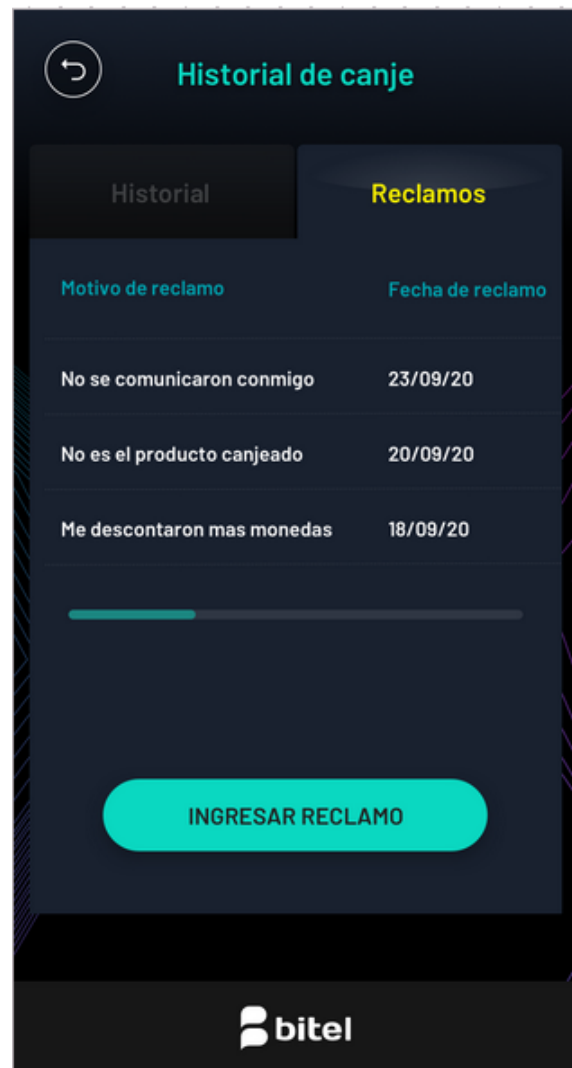
- Section is going to show history of transaction of exchange

7. History of claims

Responsive: <https://zpl.io/aNx1O3e>
Desktop: <https://zpl.io/bL9WOEJ>



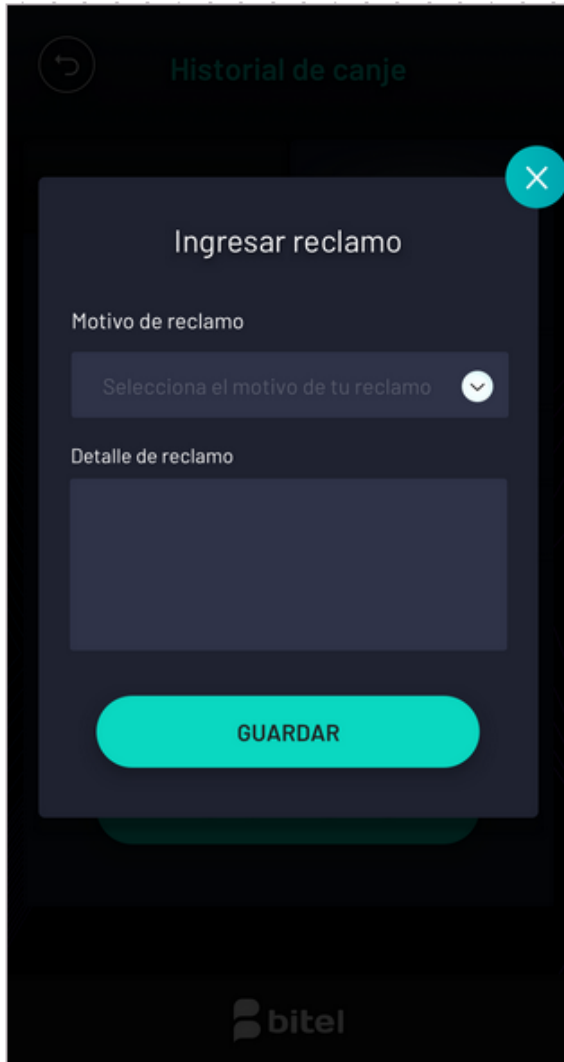
Responsive: <https://zpl.io/a3EdAgA>
Desktop : <https://zpl.io/bJDWqx6>



7.1 Create a claim

Responsive: <https://zpl.io/254oQG0>

Desktop: <https://zpl.io/bl3LpxX>



The image shows a mobile application interface. At the top, there is a header with a back arrow icon and the text "Historial de canje". Below this, a modal titled "Ingresar reclamo" is displayed. The modal contains two sections: "Motivo de reclamo" with a dropdown menu labeled "Selecciona el motivo de tu reclamo" and a "Detalle de reclamo" section with a large text input area. At the bottom of the modal is a red "GUARDAR" button. The Bitel logo is visible at the bottom of the screen.