🧠 Ghala Technical Intern Challenge – Core Systems Simulation

Scenario:
Ghala powers WhatsApp commerce for merchants. Each merchant can configure their preferred payment method (mobile, card, or bank), and once a customer places an order, the system should record the order and update its status based on payment confirmation.

✅ Your Assignment (3 Days)

Goal: Build a simplified system that simulates how Ghala handles **merchant payment configuration and order processing**.

1. Backend

- Create a system where:
    - A merchant can **submit and store** their preferred payment method and its details (e.g., for mobile: label, provider, config fields).
    - A customer can **place an order** (mocked product + total).
    - The system records the order and assigns it a status: `pending`, `paid`, or `failed`.
    - Include a mock function to simulate **payment confirmation** (e.g., change status to `paid` after 5 seconds).

2. Frontend

- Create a basic admin UI for:
    - **Merchant Settings**: A form to input their payment method and config values.
    - **Order List**: View customer orders with their current status.
    - A button to manually trigger **"Simulate Payment Confirmation"**.

3. Architecture + Thinking

- In a short README (1 page max), explain:

- How your system supports **multiple merchants with unique configs**.
- How you would extend it to support **different commission rates per merchant**.
- What changes would you make to scale this if Ghala had 10,000+ merchants.

⚡ Bonus Points For:

- Clean UI (use any lightweight framework or Tailwind)
- Auth (mock or real)
- Using async jobs or queues to simulate payment updates
- Using GitHub with progressive commits

📝 Submission Format:

- GitHub link or ZIP + README
- Bonus: Share short Loom video explaining your approach (max 5 mins)