Project: TinyCorp PayReward

Introduction

Tiny Corp is a startup focused on enabling businesses to collect recurring payments through dual portal our software platform, TinyCorp PayReward.

User Definitions:

Customers using Tiny Corp's system to manage payments.

Billing Clients paying Customers through our platform.

Challenge

• **Unexpected shift:** The product roadmap was altered, leading to the discarding of planned work for next 2-3 weeks.

New priorities:

Loyalty Program allows customers to offer discount based on timely payments from their Billing Clients.

Self-Service Payment Changes empowers Billing Clients to update their payment methods without needing to call support.

Actions Taken: BACCM Framework

- Change: Identified the need for new capabilities for both Customers and Billing Clients
- Solutions: Loyalty Program for Customers and Self-Service Payment Changes for Billing Clients.
- Contexts: Emphasized the urgency of starting software development to maximize efficiency and minimize wasted resources.
- **Value:** Increased satisfaction for Billing Clients. Enhanced product value for Customers and a competitive edge in the market.

Stakeholders: Identified key stakeholders involved in the process:

Product Management

Developers

Customers

Billing Clients

Training Team

User Experience Team

Service Team

Needs:

Internal needs: Improve speed and reduce waste.

Customer needs: Drive retention through the loyalty program.

Billing Client needs: Increase convenience with the self-service payment changes

Gathering Requirements

- Elicitation Techniques: Conducted discussions with key stakeholders, including the Product Owner and SMEs, to gather insights and collaborative sessions with the development team and stakeholders.
- **Documentation Approach:** Maintained records of discussions and decisions for future reference, ensuring a historical context for the requirements.
- Iterative Process: Planned for ongoing refinement of requirements as the project progressed, allowing for adjustments based on stakeholder feedback and evolving understanding.

User Stories

Self- Service Feature:

1. Updating Payment Method

As a Billing Client,

I want to update my payment method through a self-service portal,

So that I can manage my payments without needing to call customer support.

Acceptance Criteria:

The portal allows users to add, remove, and edit payment methods.

Loyalty Program

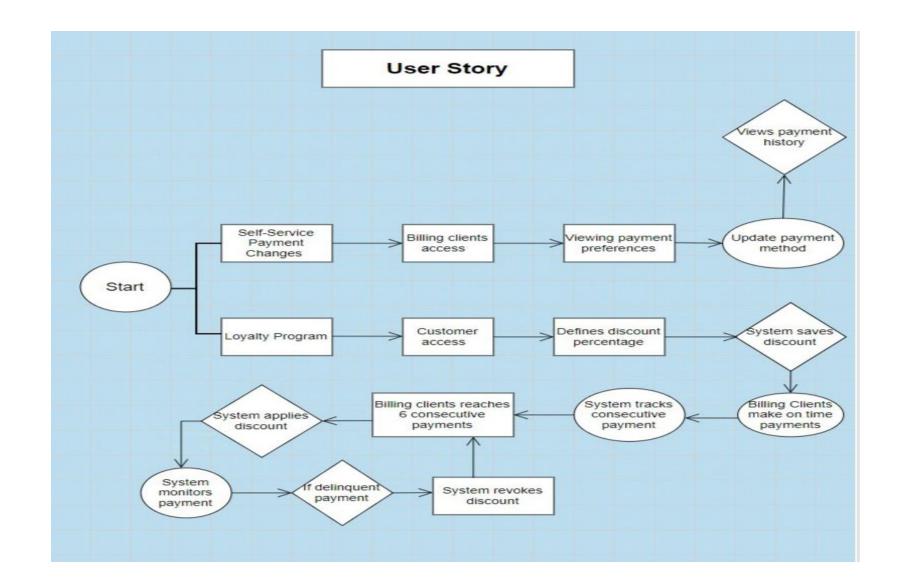
1. Setting up a loyalty program:

As a Customer, I want to set up a loyalty program for my Billing Clients, so that they can receive discounts for making 6 consecutive on-time, successful payments.

Acceptance Criteria:

When a Billing Client reaches 6 consecutive on-time payments, they automatically receive the defined discount.

Flow Diagram of User Story



Sprint Overview

- Sprint 1 (Weeks 1-2): Initial development of Self-Service features.
- Sprint 2 (Weeks 3-4): Finalize Self-Service features and start initial work on Loyalty Program.
- **Sprint 3 (Weeks 5-6):** Complete Loyalty Program setup and enhancements.
- **Sprint 4 (Weeks 7-8):** Finalize any remaining Loyalty Program features and begin analysis for the next feature.
- Sprint 5 (Weeks 9-10): Focus: Identify new features and address any critical bugs.

Testing and Quality Assurance

• **Unit Testing:** Ensure individual components of the self-service and loyalty features function correctly.

• Integration Testing: Test interactions between new features and existing systems to ensure they work seamlessly together.

 User Acceptance Testing (UAT): Engage stakeholders and selected Billing Clients to validate that the features meet their needs and expectations

Conclusion

• **Project Overview:** Successfully developed and launched features aimed at enhancing user experience for both Customers and Billing Clients.

• Successful Implementation: Launched the Self-Service feature, allowing Billing Clients to manage their payment preferences independently. Introduced a Loyalty Program that incentivizes ontime payments, boosting retention for our Customers.