

**Version 19.1.0** 

# SFRA Payment Cartridge Test Cases

int\_sezzle\_sfra

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#### 1. Introduction

Sezzle has a sandbox that can be used for testing. In Business Manager, navigate to the RefArch Site -> Site Preferences->Custom Preferences. A custom site preference group with the ID SEZZLE\_PAYMENT is available. Please select it and locate Mode. Select Sandbox as the mode for testing and add the credentials for the sandbox account - Public Key and Private Key.

Once the cartridge is configured, you can proceed with the test using the below cases.

#### 2. Test Cases

### Sezzle Payment Action = AUTHORIZATION+CAPTURE Tokenize Customer? = No

- a. Users should get redirected to Sezzle Checkout on choosing Sezzle as a payment method.
- b. After completing the order at Sezzle, he/she will be redirected to the order confirmation page.
- c. Payment should be captured instantly after the order is successfully created in SFCC.
- d. Sezzle Order UUID, Sezzle Captured Amount, Sezzle Order Amount, Sezzle External Id, Sezzle Payment Action should get populated in the Attributes section of the order.
- e. Payment should be Paid and Order Status should be Completed.
- f. Payment method should be Sezzle and processor should be SEZZLE\_PAYMENT.
- g. On performing Partial/Full Refund from Business **Manager>Ordering>Sezzle Transactions**, payment should be successfully refunded and Sezzle Refunded Amount should be populated.

# 2. Sezzle Payment Action = AUTHORIZATION+CAPTURE Tokenize Customer? = Yes

- a. Users should get redirected to Sezzle Checkout on choosing Sezzle as a payment method.
- b. Sezzle will tokenize the account after the user completes the order.

- c. Payment should be captured instantly after the order is successfully created in SFCC.
- d. Sezzle Order UUID, Sezzle Customer UUID, Sezzle Customer UUID Expiration, Sezzle Captured Amount, Sezzle Order Amount, Sezzle External Id, Sezzle Payment Action should get populated in the Attributes section of the order.
- e. There should be a new record in the Sezzle section in **Business Manager>Customers>Customers** for that logged in user.
- f. On performing Partial/Full Refund from Business Manager>Ordering>Sezzle Transactions, payment should be successfully refunded and Sezzle Refunded Amount should be populated.

## 3. Sezzle Payment Action = AUTHORIZATION Tokenize Customer? = No

- a. Users should get redirected to Sezzle Checkout on choosing Sezzle as a payment method.
- b. After completing the order as Sezzle, he/she will be redirected to the order confirmation page.
- c. Payment should be authorized.
- d. Sezzle Order UUID, Sezzle Auth Expiration, Sezzle Order Amount, Sezzle External Id, Sezzle Payment Action should get populated in the Attributes section of the order.
- e. Payment should be Not Paid and Order Status should be New/Open.
- f. Payment method should be Sezzle and processor should be SEZZLE\_PAYMENT.
- g. Payment can be captured/released as long as the Authorization is not expired.
- h. On performing Partial/Full Capture from **Business Manager>Ordering>Sezzle Transactions**, payment should be successfully captured and Sezzle Captured Amount should be populated.
- i. On performing Partial/Full Refund from **Business Manager>Ordering>Sezzle Transactions**, payment should be successfully refunded and Sezzle Refunded Amount should be populated.
- j. On performing Partial/Full Release from Business Manager>Ordering>Sezzle Transactions, payment should be successfully released and Sezzle Released Amount should be populated.

### 4. Sezzle Payment Action = AUTHORIZATION Tokenize Customer? = Yes

- a. Users should get redirected to Sezzle Checkout on choosing Sezzle as a payment method.
- b. Sezzle will tokenize the account after the user completes the order.
- c. Payment should be authorized.
- d. Sezzle Order UUID, Sezzle Customer UUID, Sezzle Customer UUID Expiration, Sezzle Auth Expiration, Sezzle Order Amount, Sezzle External Id, Sezzle Payment Action should get populated in the Attributes section of the order.
- e. There should be a new record in the Sezzle section in **Business**Manager>Customers>Customers for that logged in user.
- f. Payment can be captured/released as long as the Authorization is not expired.
- g. On performing Partial/Full Capture from **Business Manager>Ordering>Sezzle Transactions**, payment should be successfully captured and Sezzle Captured Amount should be populated.
- h. On performing Partial/Full Refund from Business Manager>Ordering>Sezzle Transactions, payment should be successfully refunded and Sezzle Refunded Amount should be populated.
- i. On performing Partial/Full Release from Business Manager>Ordering>Sezzle Transactions, payment should be successfully released and Sezzle Released Amount should be populated.

### Customer is tokenized and Sezzle Payment Action = AUTHORIZATION+CAPTURE

- a. If approved and token not expired, users can complete the order without redirecting to Sezzle Checkout.
- b. If token is not approved or if the token is expired, it will fall into the case #1 or #2 or #3.
- c. Payment should be captured instantly after the order is successfully created in SFCC.
- d. Sezzle Auth UUID, Sezzle Order Amount, Sezzle Captured Amount, Sezzle External Id, Sezzle Payment Action should get populated in the Attributes section of the order.
- e. Payment should be Paid and Order Status should be Completed.
- f. Payment method should be Sezzle and processor should be SEZZLE\_PAYMENT.

g. On performing Partial/Full Refund from Business Manager>Ordering>Sezzle Transactions, payment should be successfully refunded and Sezzle Refunded Amount should be populated.

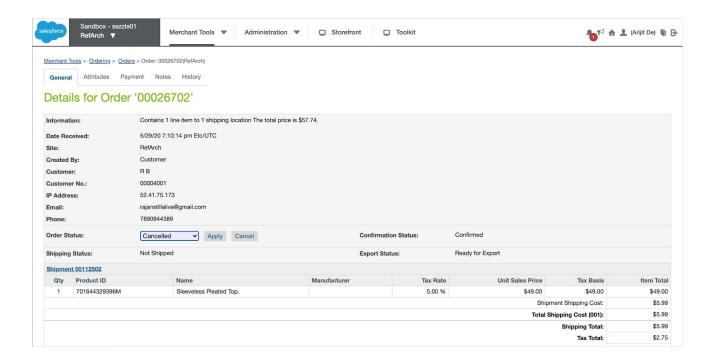
### Customer is tokenized and Sezzle Payment Action = AUTHORIZATION

- a. If approved and token not expired, users can complete the order without redirecting to Sezzle Checkout.
- b. If token is not approved or if the token is expired, it will fall into the case #3 or #4
- c. Payment should be authorized.
- d. Sezzle Auth UUID, Sezzle Auth Expiration, Sezzle Order Amount, Sezzle External Id, Sezzle Payment Action should get populated in the Attributes section of the order.
- e. Payment should be Not Paid and Order Status should be New/Open.
- f. Payment method should be Sezzle and processor should be SEZZLE\_PAYMENT.
- g. Payment can be captured/released as long as the Authorization is not expired.
- h. On performing Partial/Full Capture from **Business Manager>Ordering>Sezzle Transactions**, payment should be successfully captured and Sezzle Captured Amount should be populated.
- i. On performing Partial/Full Refund from Business Manager>Ordering>Sezzle Transactions, payment should be successfully refunded and Sezzle Refunded Amount should be populated.
- j. On performing Partial/Full Release from **Business Manager>Ordering>Sezzle Transactions**, payment should be successfully released and Sezzle Released Amount should be populated.
- 7. Refunds can also be performed from the Jobs section. Note that, only full refund can only be done using Jobs. Follow the below steps to do so.

In the **Business Manager: Merchant Tools > Ordering > Orders.** Click on an order to see the order details.

#### **Cancel an Order**

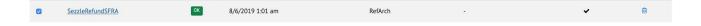
Click on the **Order Status** inside the **General** tab. Select **Cancelled** from the dropdown and then **Apply**. The order status should change to **Cancelled**.



#### **Process Refund**

Go to Administration->Operations->Job Schedules.

Select the checkbox beside **SezzleRefundSFRA** and click on the **Run** button. If the **Auto Refresh** button is checked, the status should update automatically to **OK** after a few seconds.

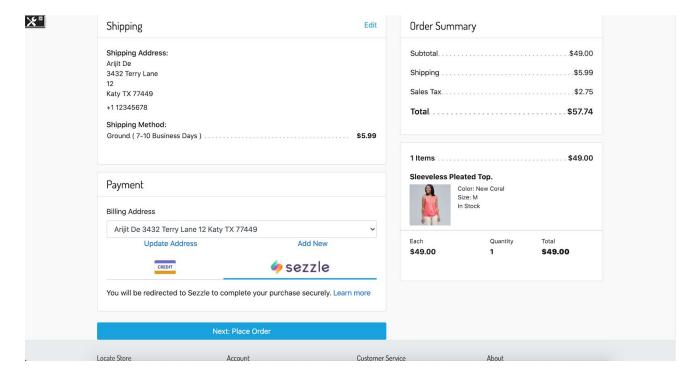


A typical Sezzle Checkout flow will work in the below manner.

#### 3. Typical Sezzle Checkout

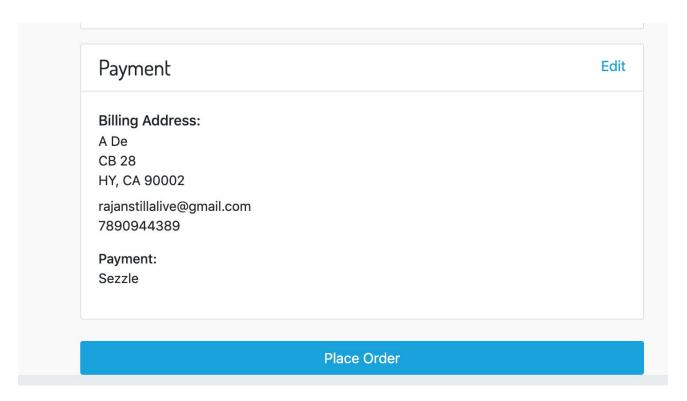
### Step 1

Add products into the cart and proceed with the checkout process. Once on the billing page, select the payment option named Sezzle and click on the **Continue to Place Order** button.



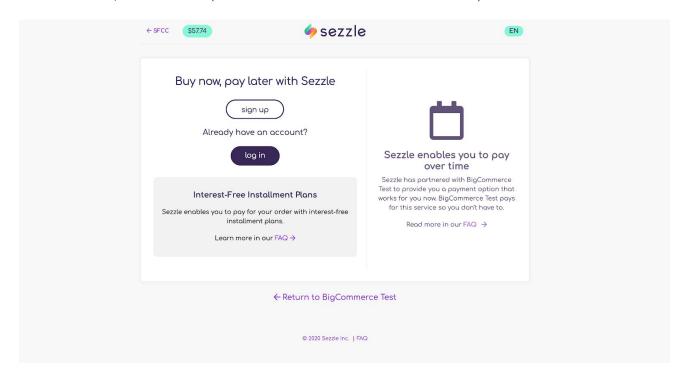
Step 2

Proceed to place the order.



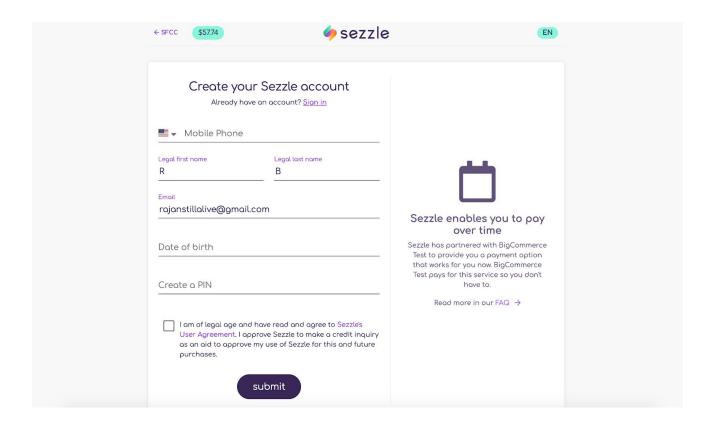
#### Step 3

The page should redirect to Sezzle's Checkout page, where you will be asked to login/sign up. If you have already signed up, provide your phone number and password and you can proceed to **Step 5.** If you are signing up, check **Step 4**. When asked for OTP, enter **123123** (this OTP is fixed for sandbox accounts).

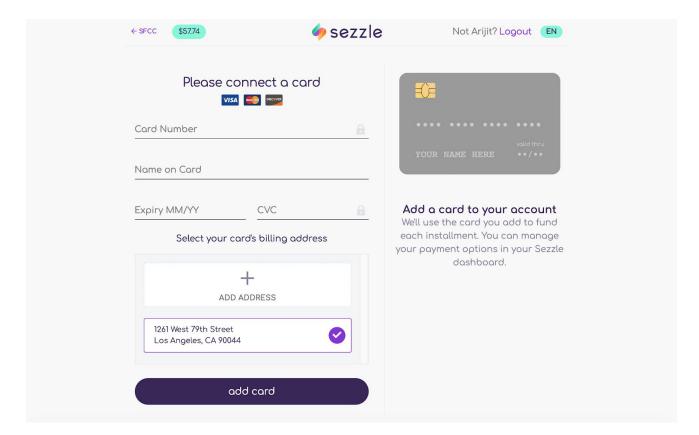


#### Step 4

If you are signing up, fill in the details as asked.

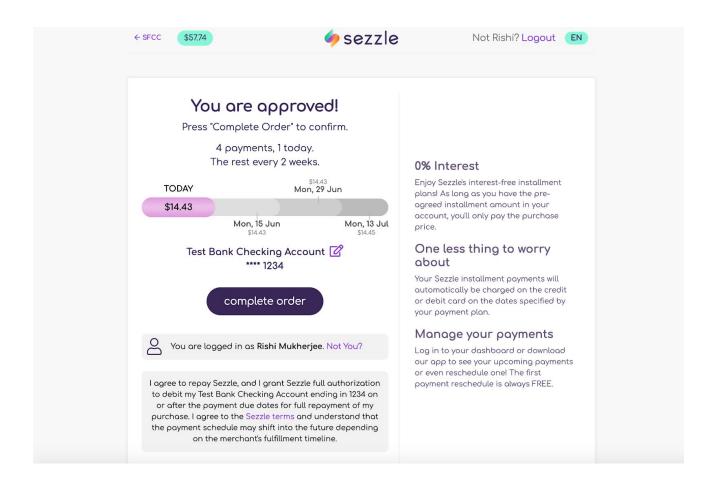


In the step below, you can provide the card number as **4111 1111 1111 1111** and then fill in the rest of the details.



Step 5

Click on 'Complete Order' below to complete the Checkout.



#### **Order Confirmation**

# Thank you for your order.

You will receive an email confirmation shortly at rajanstillalive@gmail.com

# Receipt

Order Number: 00005001

Order Date: 8/5/19

**Shipping Address:** 

A De CB 28

HY, CA 90002

7890944389

**Shipping Method:** 

**Billing Address:** 

A De

**CB 28** 

HY, CA 90002

rajanstillalive@gmail.com

7890944389

Payment:

Sezzle

Note the order number so that you can check it in the Business Manager in the next section.

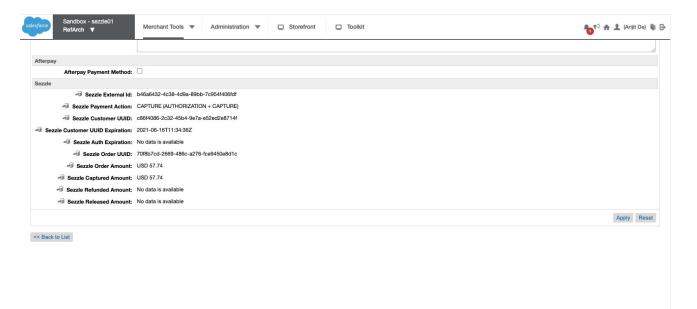
#### Verifying the order

Access the order list in the Business Manager: Merchant Tools > Ordering > Orders

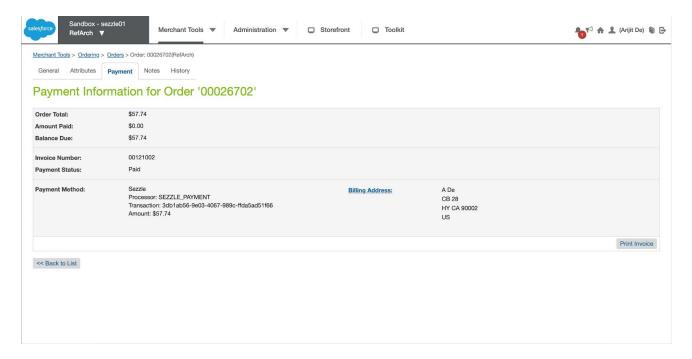
A new order should be available, with an order number corresponding to the one you have placed. Click on it to view the order details.

On the Attributes tab of the order details, you should find information related to the Sezzle payment

#### method.



The Payment Method in Payment tab should contain the following information:



#### Verifying the Customer Tokenize Record

If **Tokenize Customer** was set to **Yes** in **Business Manager: Site Preferences > Custom Preferences** > **Sezzle**, then, once the customer completes the order at Sezzle, his/her account will be tokenized by Sezzle and the tokenize data are stored in the Customer Profile as attributes.

#### Access the order list in the **Business Manager: Customers > Customers**

Go to the corresponding customer and navigate to the Sezzle section. You will see something similar like below.

