

Version 21.2.2



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1. Summary

This document describes how to implement Sezzle cartridge in RefArch site. This cartridge can be configured in the Business Manager and contains all elements necessary to perform a successful best practices implementation of Sezzle.

2. Component Overview

2.1. Functional Overview

Sezzle is an alternative payment platform that increases sales and basket sizes by enabling interest-free installment plans at online stores. Consumers pay over time, but our merchant partners are paid upfront, eliminating risk of fraud or non-payment.

When you pay with Sezzle, your purchase is split into four interest-free installments automatically scheduled over the next six weeks. It's a financially responsible way to pay over time and build credit.

1.1. Use Cases

Customers can use the Sezzle payment method to pay their purchases.

1.2. Limitations, Constraints

Sezzle's product does not allow for greater than the amount of the original purchase.

1.3. Compatibility

Cartridge is designed and developed for:

- Salesforce platform version 18.5 to 21.2
- Storefront Reference Architecture RefArch Version 5.0.1
- Compatibility mode 21.2
- Locales en_US

1.4. Privacy

Sezzle's privacy agreement can be found on our legal website at https://legal.sezzle.com/privacy

1. Implementation Guide

1.1 Setup

Section describes steps that should be completed before cartridge configuration in Business Manager.

- 1.1.1 Deploying cartridge to a sandbox
- 1. Download cartridge source code.
- 2. Import Sezzle cartridge to a workspace in Salesforce UX Studio.
- 3. Add Sezzle cartridge to Project Reference of Server Connection.
- 4. Wait until Studio completes workspace built and uploading source codes to a sandbox.

1.1.2 Sandbox setup

1. Go to Business Manager -> Sites -> Manage Sites -> Storefront Sites. Select correct site, then select Settings tab. In cartridge path at the beginning write the following:

int_sezzle:int_sezzle_sfra:

2. Go to Business Manager -> Sites -> Manage Sites -> Business Manager Site. Click on Business Manager, then select Settings tab. In cartridge path at the beginning write the following:

bm_sezzle:int_sezzle:

3. Upload and import metadata from the site_import folder. To do so, go to Business Manager > Administration > Site Development > Site Import & Export. Then apply the standard procedure for uploading metadata into the Commerce Cloud site. You can compress the site_import, after renaming the site name inside it to your site, to a .zip archive or upload it via XML files and import it separately.

1.2 Configuration

This section describes configuration of the sandbox.

1.2.1 Site Preferences configuration

- 1. Go to Merchant Tools > Site Preferences > Custom Site Preferences > Sezzle
- 2. Enable attribute Enabled. This attribute defines the status (enable/disable) of Sezzle integration.
- 3. Select a value from dropdown **Mode**. This attribute defines which mode cartridge will work. Allowable values are "Sandbox" and "Production".
- 4. Add site preference attribute Merchant UUID with provided Merchant UUID from Sezzle.
- 5. Add site preference attribute Public Key with provided public key from Sezzle.
- 6. Add site preference attribute **Private Key** with provided private key from Sezzle.
- 7. Add site preference attribute **Payment Action**. This attribute defines whether you want to capture the payment instantly after order creation or do in a later period after the order is successfully created and payment is authorized. If you choose to go with the first way, select **AUTHORIZATION** + **CAPTURE** else **AUTHORIZATION**.
- 8. Add site preference attribute **Tokenize Customer?**. By selecting **Yes**, you will allow Sezzle to tokenize the authenticated customer's account. So, if the customer gets tokenized, the next time while checking out, he/she will not have to redirect to Sezzle for completing the order. And, payment action will be processed as per the selection you have made in the **Payment Action** field.
- 9. Add site preference attribute **Allow Widget in PDP Page?**. By selecting Yes, you will allow Sezzle Widget to render in PDP. Please refer to Storefront functionality for detailed information on this.
- 10. Add site preference attribute **Allow Widget in Cart Page?**. By selecting Yes, you will allow Sezzle Widget to render in the Cart Page. Please refer to Storefront functionality for detailed information on this.

1.2.2 Sezzle Job configuration

- 1. Verify that each imported job was created.
- 2. Change the execution scope of every job to your site.

1.3 Testing

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 'Sezzle Mode'. Select 'Sandbox' as the mode for testing and 'Save' it. Please use "123123", when prompted for OTPs while using Sandbox mode.

2. Operations, Maintenance

2.1 Data Storage

Sezzle cartridge is extending Salesforce Commerce Cloud system objects to store related Sezzle data for request. Following objects that were extended: Order, Product, Category, SitePreference.

2.2 Availability

The Sezzle's payment gateway guarantees an uptime of almost 100%. However, in case the system does not respond, customers will not be able to use Sezzle to checkout and will have to use a different payment method.

Customers are able to logout at all times from Sezzle's checkout method, thus enabling a flexible checkout process.

2.3 Support

In case of any availability issues, Sezzle support can be reached via email at merchantsupport@sezzle.com.

3. User Guide

3.1 Roles, Responsibilities

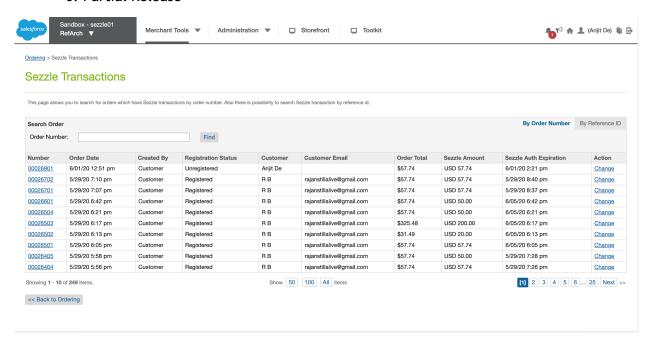
Integration of this cartridge will typically be done by a SFCC developer. Sezzle will provide access keys to be used with the API.

If there is any requirement to use our Sezzle API for refunds etc, one can refer our API documentation https://docs.sezzle.com

3.2 Business Manager

Sezzle Transactions module will be enabled here if you have successfully configured the Sezzle business manager modules. From this section, you will be able to perform various operations on Sezzle order. Operations include:-

- 1. Full Capture
- 2. Partial Capture
- 3. Full Refund
- 4. Partial Refund
- 5. Full Release
- 6. Partial Release



Note:-

- As long as the Authorization is valid, you can full/partial capture the payment as well as release amount.
- 2. After the Authorization is expired and by that time, if no amount is captured, the payment will be released and become invalid and you will not be able to do any more operations.
- 3. After the Authorization is expired and by that time, if some amount is captured, then you will be able to perform operation on that captured amount and the remaining amount will be automatically released.

3.3 Storefront Functionality

Once enabled, the Sezzle Link integration will add a new functionality to your Salesforce Commerce Cloud store.

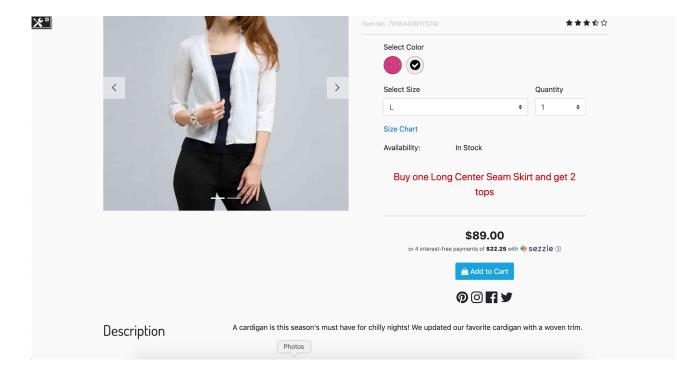
The Sezzle payment method will show as an option on the billing page

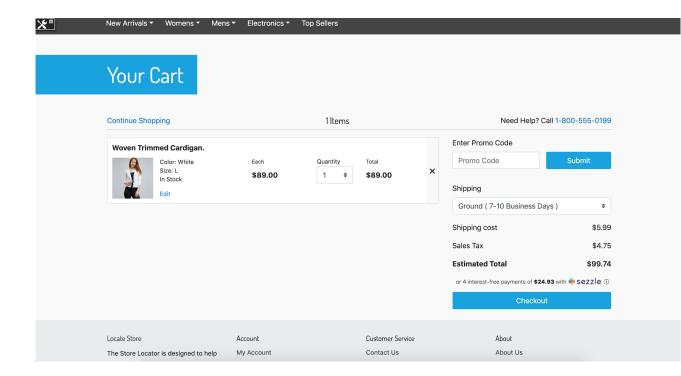
3.3.1 Storefront Functionality

Merchants can integrate Sezzle's widgets to display Sezzle's service on their product and cart pages.

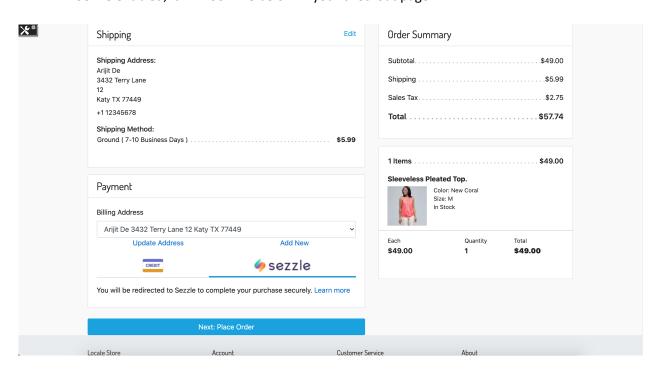
For that, you have to make sure the Allow Widget in PDP Page and Allow Widget in Cart Page is set to Yes in Sezzle Custom Preferences before doing the below changes.

Here are some snapshots after integrating Sezzle's widgets.





If Sezzle enabled, it will look like below in your checkout page.



4. Known Issues

#	Description	7

5. Release History

Version	Date	Changes
18.1.0	25/09/2018	Initial release
19.1.0		SFRA Support
20.1.0	01/06/2020	Sezzle V2 integration for SFRA cartridge
20.2.0	31/12/2020	 Failing order and restoring cart if capture fails. Order marking as completed and payment as paid only if capture succeeds. Failing order if basket changes after completion of payment at Sezzle. Standard widget integration added and static widget removed. Rate Limiting and Circuit Breaker disabled.
20.2.1	12/01/2021	Removed Order.js Controller from SFRA cartridge as it is not required any more.
21.2.1	27/01/2021	Refactor
21.2.2	23/02/2021	Adjusting capture amount for gift certificate enabled checkout.