SynC — Unified Project Brief (Mermaid-Aligned)

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1) Vision & Problem

Vision. SynC connects city shoppers and hyperlocal businesses through a social, coupon-driven, "word-of-mouth at scale" experience, turning real in-store visits into measurable growth.

Problem. Physical stores can't push timely updates and struggle to stay connected between visits; users either miss offers or drown in irrelevant ads. SynC solves this with discovery, targeted offers, gamified sharing, and simple reviews that keep footfall high.

2) Users & Value

- **Consumers:** discover businesses, collect/share coupons, redeem in store, and follow only what matches interests. Reviews are binary (♠ / ♣) with a short note.
- Merchants: maintain storefronts, run coupons/ads, target "Drivers" (top advocates), and track analytics.
- Platform Owner (Command Centre): manage users/merchants/content, pricing, promotions, and revenue.

3) Product Scope (MVP → Post-MVP)

Core MVP (selected highlights):

- Auth & Profiles (Customer & Merchant) via Supabase.
- **Customer Dashboard** with search, city picker, notifications, wallet, wishlist, contacts sidebar, and ad slots.
- **Storefronts** with branding, hours/holidays, trending/top products, offers, and contact.
- **Coupons**: discover, collect, share (friend cap rules), and redeem via code/QR; wallet state tracks expiry/used.
- **Social**: find friends; requests/accept/decline; activity feed (check-ins, redemptions); share coupons to friends.
- **Reviews**: only Recommend / Don't Recommend + ≤30 words; gated by GPS or redemption check-in.
- **Command Centre (Admin)**: moderation, visibility, pricing, ad approvals, billing, and archives.

• **Performance/security**: <2s main screens; 99.9% uptime; responsive web (React/Vite/Tailwind).

Post-MVP examples: public coupon sharing; videos on storefronts; KYC; mobile/WhatsApp OTP; multi-city; advanced gamification and pricing tiers.

4) Key Monetization & Pricing Mechanics

- Coupon generation: ₹2 per coupon.
- Banner ads (dashboard): ₹500/day.
- Search rank #1: ₹500/day.
- Push notifications: as a monetized channel.

Effective Pricing Engine (Mermaid improvement)

A unified **Pricing Config → Overrides → Promotions → Context → Compute** pipeline determines the **Effective Price** per merchant, city, and tier. Promotion stacking rules: 1 global + 1 city/region + freebies/bundles; floor at ≥0. This feeds UI (current prices), approval, unbilled accruals, and monthly invoicing.

Examples (from your Mermaid):

- Promos: Hyderabad Launch (Sep 1–30, 2025), Bengaluru Festive (Oct 15–Nov 15, 2025), First-Week –50% (global), Telangana bundle (6 days → +1 free).
- **Propagation:** Publish pushes config, overrides, and promos system-wide; analytics and billing read Effective Pricing.

5) End-to-End Flows (Aligned to Mermaid)

5.1 Landing & Auth

Landing → Public storefront allowed; gated actions route to login.
 Customer/Business segmented auth; reset via OTP/link; first login requires City + ≥5 interests and optional tour.

5.2 Customer Dashboard & Navigation

- Top sections: Spotlight Businesses, Hot Offers, Trending Products, New Businesses/Events; up to 6 ad slots with labeled organic fallbacks. Tap cards → Storefront/Offer/Product.
- City picker updates context (also used by pricing engine for ad rates).
 Notifications route users to storefronts, products, wallet items, feed, or profile.

5.3 Search

Results (≤20), filter/sort modal, promoted slots (max 2). Cards reveal people-recommended, map, "open until," nearby, and favourites. Empty state offers trending in similar categories.

5.4 Storefront (Authenticated)

Info → Contact/Hours/Holidays; offers (T&Cs modal), products (4+ show; details page), reviews with infinite scroll; GPS Check-in flow with permission prompt; actions notify merchants (check-ins, coupons, reviews). Reviews are only
 / → + ≤30 words.

5.5 Wallet

 Filters/search/summary; open coupon → code+T&C; offline redemption flow (merchant redeem page); share to friend (choose/confirm); collect/reject incoming; favourites.

5.6 Social

 Find/Manage Friends, Requests, Activity Feed; toast events for sent/accepted/removed; privacy: activity sharing is system-wide (no opt-out in MVP).

5.7 Favourites & Wishlist

• Separate tabs for businesses/coupons/products; wishlist is user-entered; clicking wishlist can pre-fill search.

5.8 Business Owner

- **Onboarding**: profile, precise map pin, categories, demographics, avg ticket size, seasons.
- Marketing Hub: offers, coupons (ID series + barcode), ad requests (owner approval), targeted campaigns, and analytics (redemptions, storefront visits, recommendations, likes/shares).
- **Media rules**: per display item ≤4 images, optional 1 video ≤60s (video priority), with upload/transcode states; **data retention 365 days** & override request flow.
- **Billing:** unbilled/credits, disputes, applied credits.

5.9 Coupons Lifecycle (Mermaid enhancement)

States: Not Issued > Issued > Not Collected > Collected > Expired (irreversible).

Merchants can mark expired (allowed only if NotIssued/NotCollected). Admin can archive/delete sets with audit logging. Customer wallets keep expired/used (greyed) for history/benefit recall.

5.10 Command Centre / Admin

- Queues: Ad Requests (approve/reject), Flagged Content (from offers/products/reviews).
- Management: businesses/users tables; visibility toggles; block spammy accounts; pricing config + overrides + promo rules; monthly invoicing; audit log; coupon archives.
- **Driver Algorithm:** saved as versioned setting; used by business analytics and targeting.

6) Gamification: "Drivers"

Top 10% most active users per city are **Drivers**—measured by collecting/sharing coupons, check-ins, writing reviews, and interactions—eligible for exclusive perks and targeting by merchants. Weightages configurable by platform owner.

7) Functional Requirements (roll-up)

Representative FRs (full lists reside in your PRDs): Auth, dashboards, search, coupons wallet & redemption, interests (min 5), favourites/wishlist, social share (cap **3 coupons/friend/day**), review rule ($\frac{1}{2}$ / $\frac{1}{2}$ + \leq 30 words), GPS/auto check-ins, business profiling, storefronts with top products, analytics, admin controls, and monetization endpoints.

8) Non-Functional & Quality

- **Performance:** <2s main screens; **Realtime** feed/updates.
- Reliability: 99.9% availability; backups/DR.
- **Security/Privacy:** Supabase Auth; scoped RLS; separate admin domain.
- Accessibility & UX: responsive web; WCAG 2.1 AA practices.

9) Analytics & KPIs (initial)

• CAC reduction targets; footfall + engagement uplifts; retention; staged DAU/MAU and onboarding targets; revenue baseline via coupons/ads.

10) Data & Policy Highlights

- **Retention:** 365-day item retention; warnings and override request flow (business).
- **Notifications:** throttle & group (advanced mechanisms targeted post-MVP).
- **Disputes/Credits:** billing disputes → admin review → credits applied to unbilled.

11) Risks & Mitigations

- Coupon hoarding / spam: friend caps, lifecycle state checks, admin flags.
- Fake reviews: GPS + redemption-triggered check-ins only.
- Ad abuse/non-payment: owner approval, soft-lock on default, auto-stop & prorate.
- Notification fatigue: early rate limits; advanced grouping post-MVP.

12) Open Questions (please confirm)

- Activity privacy: MVP has no opt-out. Keep it that way, or add per-event hide toggles?
- 2. **Public coupon sharing:** Phase-2 confirmed—any special anti-hoarding rules beyond friend caps?
- 3. **Driver perks:** Who funds perks—merchant pool vs platform promos? (Impacts pricing engine.)
- 4. City scope: Single city per user/merchant MVP, multi-city later—OK?
- 5. **Events in dashboard:** You list "Promoted Events/New Businesses"—are user-initiated events excluded in MVP? (Docs say listing only.)
- 6. Merchant KYC: Still Phase-2, or do we need a light "verified" badge now?

13) Execution Plan (12 Weeks)

Week 1-2 — Foundation

Finalize FRD/acceptance criteria; DB schema & RLS; auth flows; routing & layout;
 CI/CD.

Week 3-4 — Customer Core

Dashboard surfaces (ads, spotlight, hot offers, trending, events); search;
 storefront read; wallet; notifications.

Week 5-6 — Social & Reviews

Week 7-8 — Merchant & Campaigns

• Business onboarding; storefront editor (top products/media rules); offers & coupon templates (ID series + barcode); ad requests (approval queue).

Week 9 — Pricing & Billing

• Effective Pricing engine (config/overrides/promotions/context/compute); unbilled ledger; monthly invoicing; soft-lock on default.

Week 10 — Admin & Moderation

• Command Centre dashboards; users/merchants tables; flagged content; ad approvals; coupon archive & audit; driver algorithm settings.

Week 11 — Hardening

 Perf (<2s), security pen-pass, data retention warnings, analytics dashboards, notification throttles (basic).

Week 12 — UAT & Launch

• City pilot (Hyderabad); merchant playbook; rollout checklist; go-live; post-launch monitoring.

14) Acceptance (Definition of Done) — MVP

- All flows in the Mermaid render have a live, tested counterpart (including Loading/Empty/Error/Toast states).
- Coupons move through lifecycle correctly and are auditable.
- Pricing engine shows the same effective rates in UI, ledger, and invoice.
- Driver list is reproducible from events.
- Admin can approve/reject ads, moderate content, archive coupons, and publish pricing/promos.

How we'll hit your goal (summary)

- 1. We codified the entire Mermaid system into this single Project Brief that merges product, pricing, admin, and delivery.
- 2. We mapped every screen/state from the chart to product features and acceptance.
- 3. We built a concrete 12-week plan to land MVP and a list of specific clarifications to eliminate assumptions.

If you're happy, I can immediately generate a clean Word/PDF from this brief for circulation. Also—answer the **six open questions** above, and I'll lock the PRD with zero assumptions.