There is all the things that I need the sender to do:

1. **Create bundle with name**

Example: I will create a bundle called “Bunch Keys Bundle #24: Summer Time” on the panel.

Consideration: I must be able to create multiple bundles that will be running at the same time (I need to be able to set up 4 bundles selling at the same time on the panel).

1. **Create game with name**

Example: I will create a game called “Call of Duty World at War”, another called “Call of duty Black Ops 2”.

Consideration: need to create multiple game.

1. **Assign games to bundle**

Example: My BK Bundle 24 includes 30 games. So I will create 30 games names, then assign them to the BK Bundle 24 so the bundle will include those 30 games (codes for those games are sent).

Consideration: Multiple games per bundle, and there could be 4 bundles running at the same time on the panel.

1. **upload codes to a specific game.**

Example: I receive a .txt file containing 1 key per line from developer. I create a game on panel, and upload this file to the panel so it will add codes to the game

1. **Assign quantity packages for a bundle, which will create codes links for those quantities.**

Example: For BK Bundle 24 I want to have a 1-2-50 bundle quantity. I need to have a link for each of those quantities for e-junkie.

**Make sure links aren’t the same for each bundle on panel.**

1. **Used/unused system for codes**

Example: When a code is sent or download from the panel, it will be marked as used AND NOT sent again to another customer.

1. **Idea to prevent panel from crashing because too many codes**

When a code gets used (sent or downloaded), delete it from database. This will prevent what happened last time when there was too many codes on panel and crashed.

1. **The system must be able to handle lots of requests at the same time.**

Example: 2 customers buying 50 bundles at the same time, 10 customers buying 1 bundle at the same time. The system must be able to deliver to e-junkie the codes & to mark those codes as used. The system must be well designed to make sure this doesn’t occur. The system needs to be able to handle multiple requests, well optimized, and mark those codes as used.

1. **I must be able to see the unused codes in stock for a particular game**

Example: Me: “Oh I’ll go check on panel how many codes is left for the games on panel to see if any games will soon be out of stock of codes”

Consideration: I should not need to click on every single game to see the stock count of that game.

1. **I must be able to create a counter(s) for the bundles. Please below since I have a doable idea.**

Example: For the bundles that I will run, the counter will appear on bundle page to let clients know about the number of bundles sold.

Consideration: I want the counter to be showing live data and now with Wix it’s possible (they have API, database & JS code). **So I could pay you like $15 USD if you help me to develop the counter code and implement this on my website.**

* What I already know how to do:
  + Put a text field on the website and link it to database.
  + Animation
* How can you help:
  + Writing code
* How it would work:
  + Every time bundles are sent to e-junkie OR when I edit counter, data is sent to Wix database.
  + So there would be 4 text fields : unit, ten, hundred, thousand. Everytime I sell 1 bundle, it updates the fields that has to be updated. So begin counter: 1,2,3,4,5,6,7,8,9 bundles sold = unit is to 9 now, ten, hundred & thousand are 0. Then 10 bundles sold unit is 0, ten is 1, hundred is 0, thousand is 0. Other example if I’m at 1593 bundles sold, it would be unit = 3, ten = 9, hundred = 5, thousand = 1
  + So wix database would have 4 fields for those.
  + On my page, I link 4 tiext fields to the database and in put code on the JS section of my page: Call refresh() on the dataset after the update() promise returns, so it will show live on my site.
* Useful functions:
  + refresh( ): Refetches the contents of the dataset from the collection.

The refresh() function returns a Promise that is resolved when:

The dataset's contents are refetched from the collection, discarding current edits.

Any connected page elements have been updated with the values from the collection (read & write mode) or blank values (write-only mode).

Refreshing the dataset sets the current item back to the first item in the dataset regardless of what the current item was before refreshing. <https://www.wix.com/code/reference/wix-dataset.html#refresh>

* + - Found out here from a guy using it to get live data to website: <https://www.wix.com/code/home/forum/community-discussion/how-to-make-real-time-table>

1. **I need to be able to edit counter number to put custom bundles sold there**
2. **I need to be able to have 1 counter for each bundle (max 4)**
3. **Security to prevent people from requesting codes from the generator link (last time I think we only let e-junkie IP to access links of bundles)**
4. **Security to prevent people from login in the admin panel that I’ll be using.**
5. **Download all emails of customers that fulfilled an order for a particular bundle.**
6. **I must be able to run 4 bundles at the same time with this panel. So I should be able to create 4 bundles, assign multiple games to those bundles, get links for 1-2-5-10-25-50 (for example but I would prefer custom quantity) for all those bundles.**
7. **Download unused codes for a particular game in .txt file with the following name: “Game Name” Unused Bunch Keys Codes**

**Note:** After downloading them, those codes can be deleted from DB

1. **Download custom amount of code for a particular game, and when those codes are download they must be marked as “used”.**

Example: A customer contact me stating that the codes for 1 game (Call of Duty World at War) is used and asks me to provide him a new code. I will go on the panel, select this game and download 1 code. But I should be able to download more then 1 code (like if customer say 25 codes aren’t working I need to be able to download from the panel 25 codes).

1. **Delete all codes for a specific game.**

Example: I have a problem with a batch of game codes, I need to be able to delete all codes of this game so after I can upload new working codes to that game.

1. **Delete bundle.**

Example: When bundle ended, I can delete the bundle.

1. **Change my login panel password to a new one.**
2. **Having the good format codes delivered to E-junkie (last time we had hard time finding the good format):** 
   * **Info about format: There should be no special characters outside of the format I want otherwise it’s a pain for copy/paste customers.**
   * **I need the following format:**

**“Game 1 Name” Steam Key(s): “Note this must be in bold”**

“Game 1 Codes with 1 per line”

“Empty line between last code from Game 1 and new game Name”

**“Game 2 Name” Steam Key(s):**

“Game 2 Codes with 1 per line” etc…

* + **Example:**

**Call of Duty Steam Key(s):**

DSGDF-FASDF-WRWER-SDGDF

4353-ewterg-43345-egdfg

Fdffsdg-43345-fdgsdfg-34534

**DinoRus Steam Key(s):**

DFDG-ASDFsa-34rw-435436

Etc…