

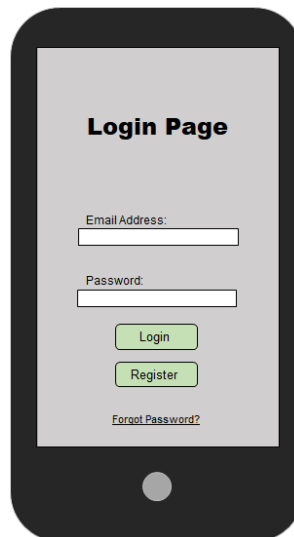
Deliverable D
Proj 16
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Intro:

Our goal was a simple one, it was to create an attractive and easy-to-use loyalty program. We brainstormed and collected as many ideas as we could to create a loyalty program that would surpass the current competition. It was a challenging task coming up with ideas and attempting to implement them while working on a tight schedule. Though we have put in a lot of effort into this, it is still not our final product and is definitely open to criticism for our group's future development.

Subsystem 1 (Gilles):

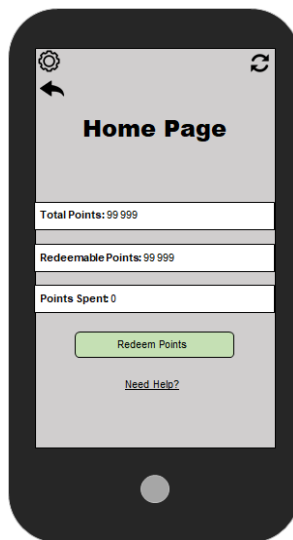
- The Benchmarking
 - The comparison between successful redeem programs
 - Use different criterias to estimate their result
 - Find the most suitable one to learn from
- Login Page
 - Username Box
 - Password Box
 - Login Button
 - Forgot Password Button



Subsystem 2 (Mahmoud):

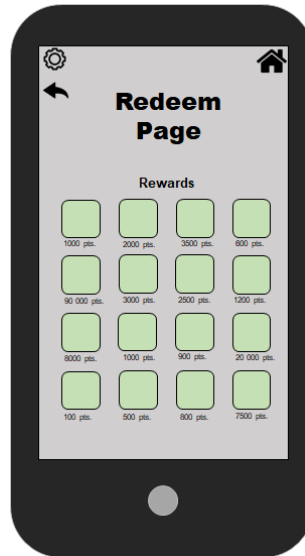
- Points Page / Homepage:
 - Total Points: A bar showing the total points collected by each user

- History of gained points: A sort of transaction history page that displays how the user accumulated his/her points
- Refresh Button: : Simply Allows the user to refresh their page for any additional points
- Settings button must be available from this page
- “Redeem Points” Button: Takes user to the “Available Bonuses Page”
- “Need Help?” button: Allows the user to get in contact with customer service for any assistance



Subsystem 3 (Jake):

- Available Bonuses Page
 - What stores the program is affiliated with
 - What the available redeemable bonuses are
 - What are the rewards you get for your loyalty points

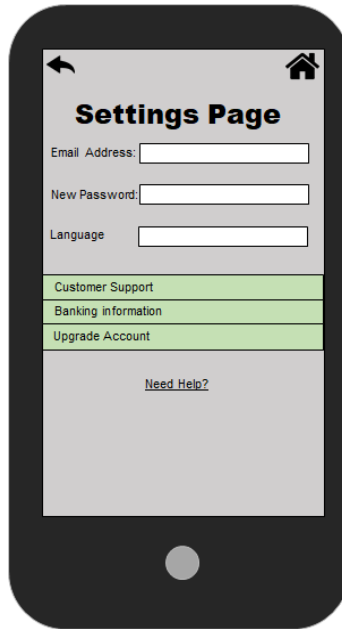


Subsystem 4 (Dominic):

- Settings page
 - Customer support (won't be functional at the moment)
 - Language (English (default), German, French, Arabic, Spanish,)
 - FAQ section for common concerns and more detailed instructions.
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- Account Information page (storing banking info)
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 - Which bank cards/accounts you have attached to you account
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- Loyalty Tiers
 - Personalized rewards for customers based on their activity in the points ecosystem. (The more points you gain and spend, the more bonus points you will receive and more money you will save as a reward.) (Ex: free tier 1 upgrade for 14 days)
 - Maybe include a tier program which can gain you more points at the cost of a monthly fee (Ex: tier 1 upgrade would be 1.25x more points on all purchases for 8\$/month)



Outline:

For our final product, we must have a simple app that can be signed into by the user. The subsystems could consist of different menus within the program, or of different stages of the login process. THIS WILL BE SIMPLE CONCEPT DESIGN. NOT A COMPLETE APPLICATION.

Example:

- Banking section (enter card number)
- Login page
- Showing available bonuses and points

First iteration sketches:

- First Home page, slide-out-menu and settings sketches

