

The logo for Merits, featuring the word "Merits" in a grey sans-serif font. Above the letter 'i' are three colored dots: a green one at the top, a blue one to the left, and an orange one to the right.

Merits



MERITS REWARDING SYSTEM

MAIN TRANSACTIONS TO USE MERITS TO BUY GOODS AND SERVICES

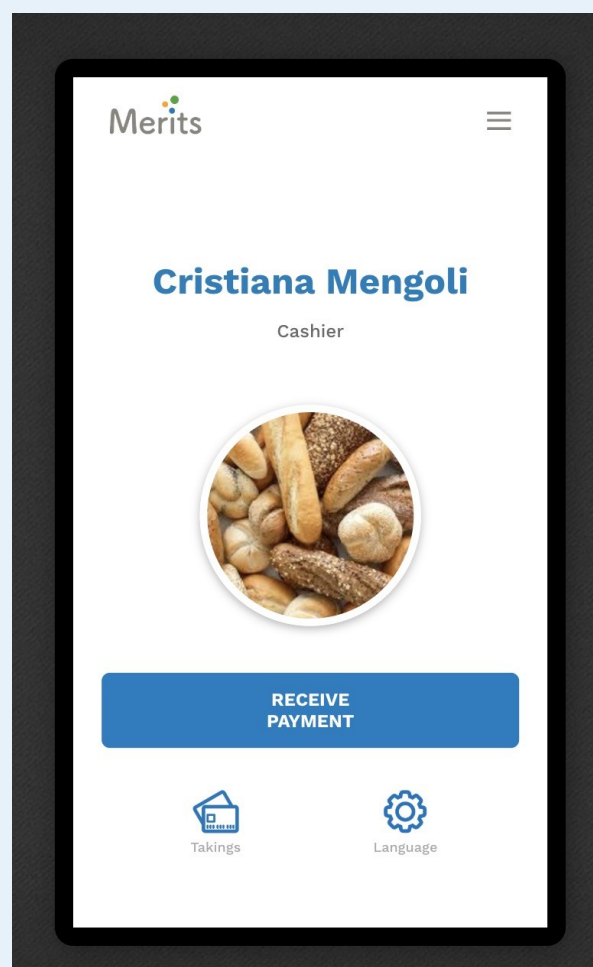
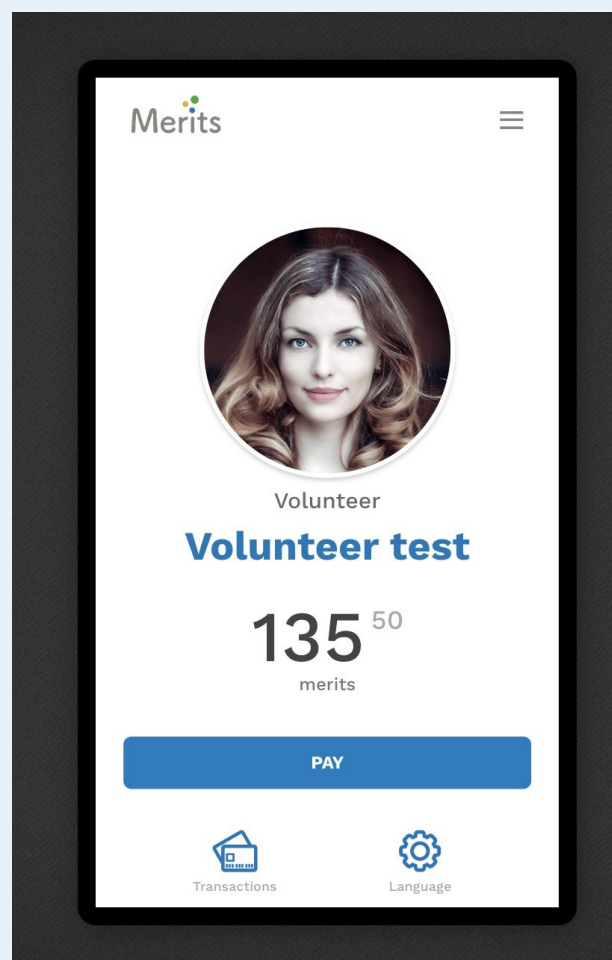
1) **A volunteer** has 135 merits in her wallet and wishes to buy some bread at the local bakery

2) She goes to the bakery L'IMPASTO where CRISTINA MENGOLI is **the casheer**

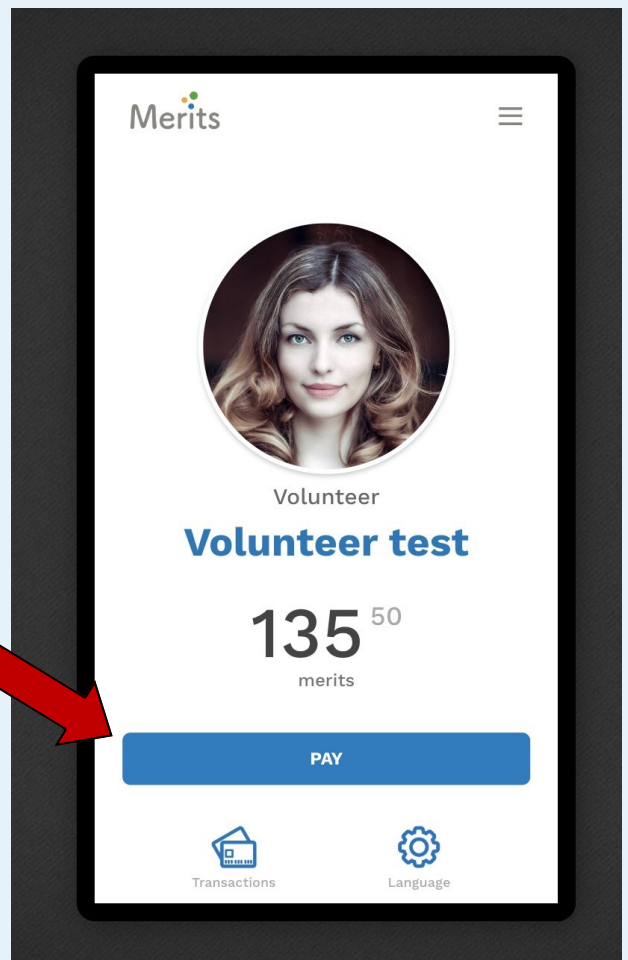
Here are the screens on their smartphones when they open Merits application where they are already loged in

3) Now **the volunteer** wants to buy some bread.

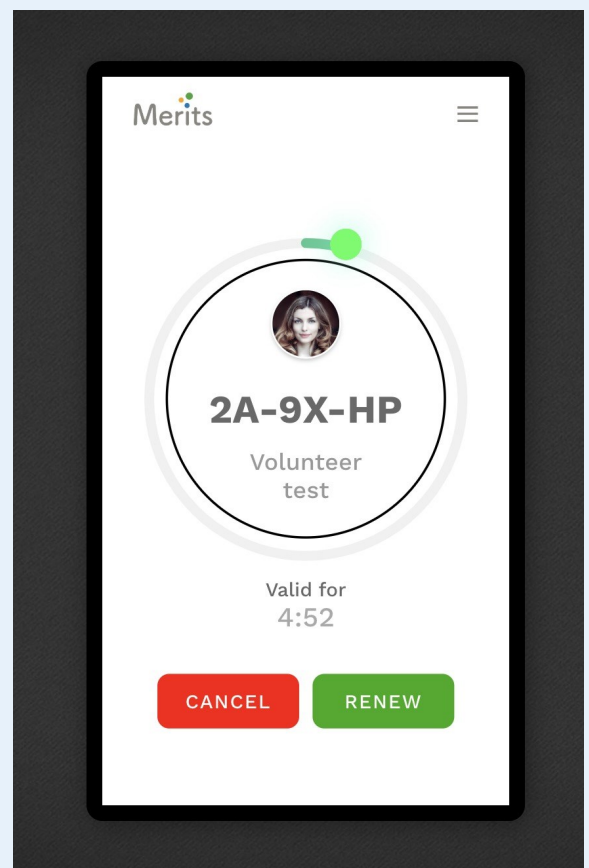
Let us see in the following haw she goes to pay



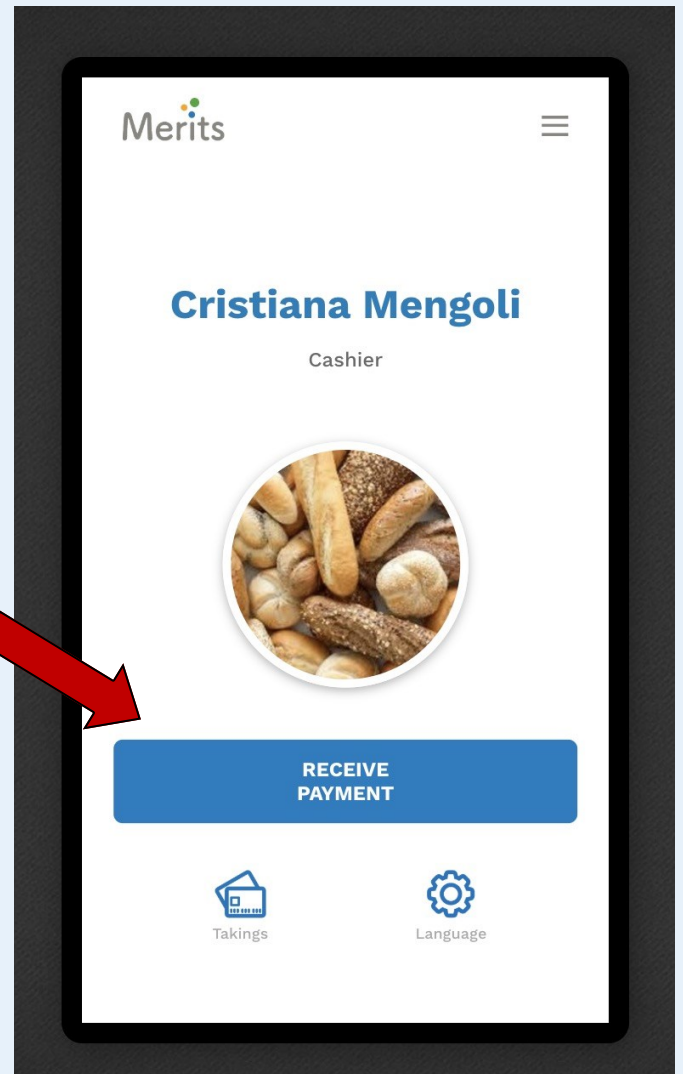
4) The volunteer click on PAY button



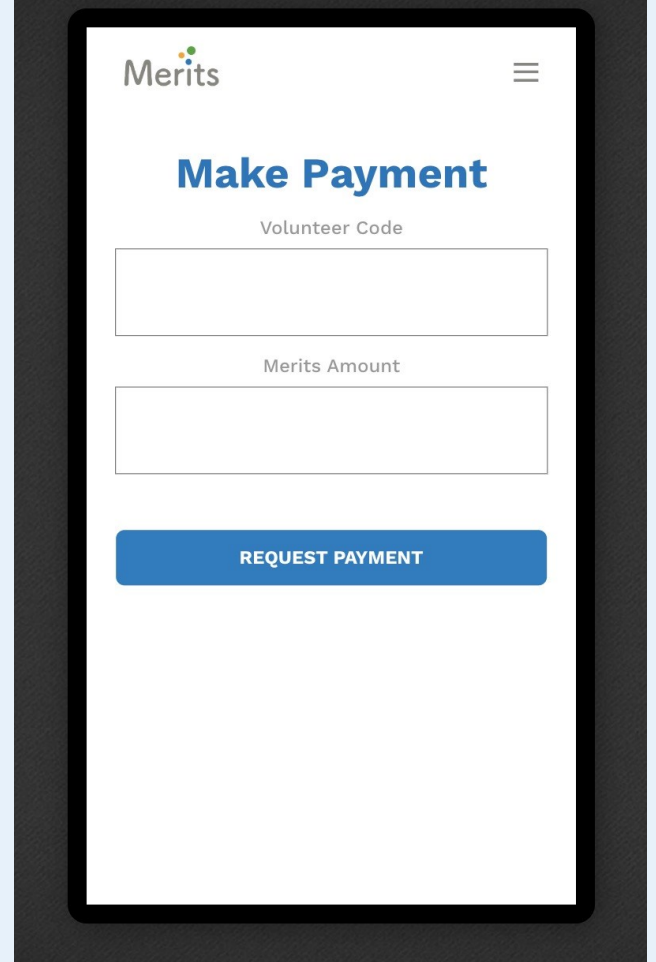
5) And receive a code to be communicated verbally to the casheer



6) Following the verbal request of the volunteer, **the cashier** requests a payment and do the following in order to receive the payment
Click on **RECEIVE PAYMENT**

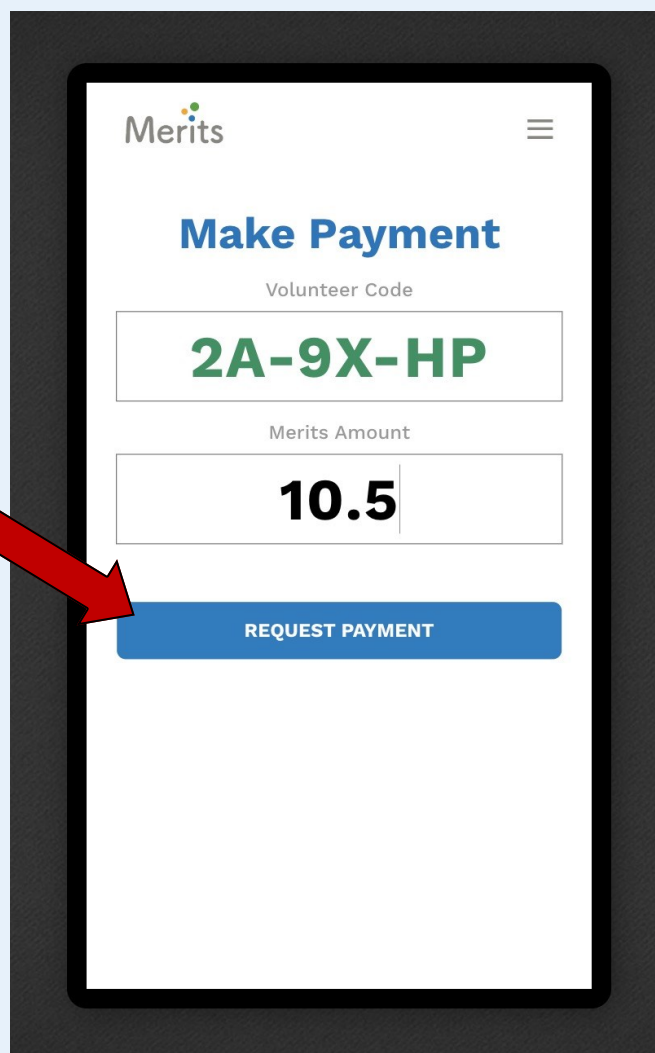


7) Getting the following screen ready to be filled with the **CODE** and the **PRICE**, in merits



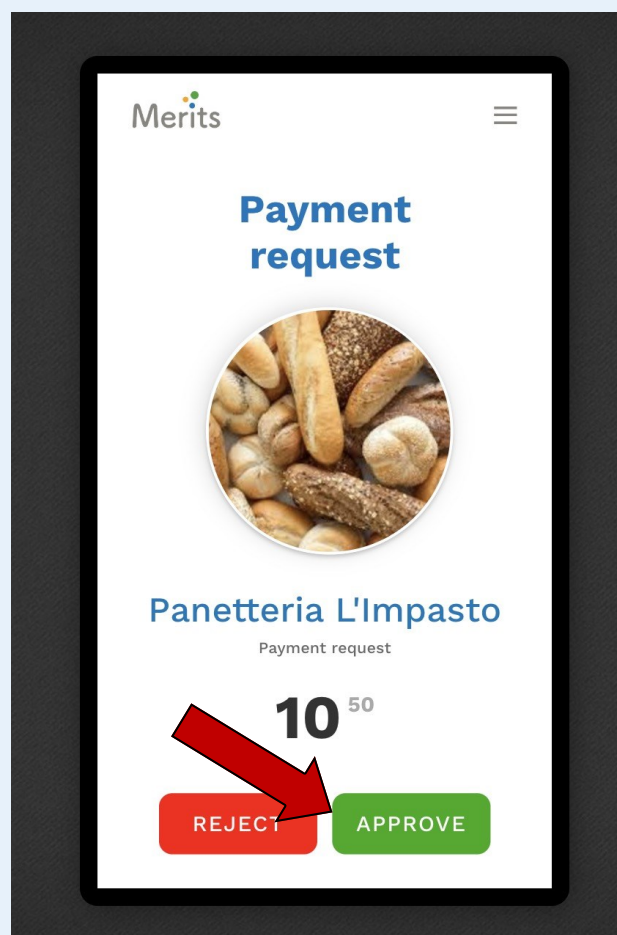
8) Now **the cashier** write the code verbally communicated by the volunteer and write the price (in merits , normally 1 merit =1 euro

9) Then she request payment to the volunteer clicking on **REQUEST PAYMENT**



10) **The volunteer** receives on her smartphone the payment request generated by the cashier of the bakery and she can see the price requested.

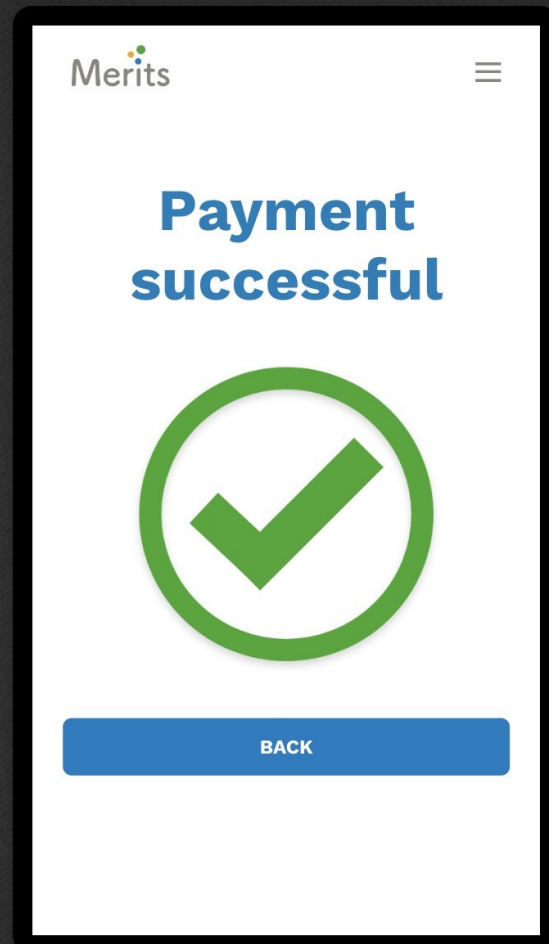
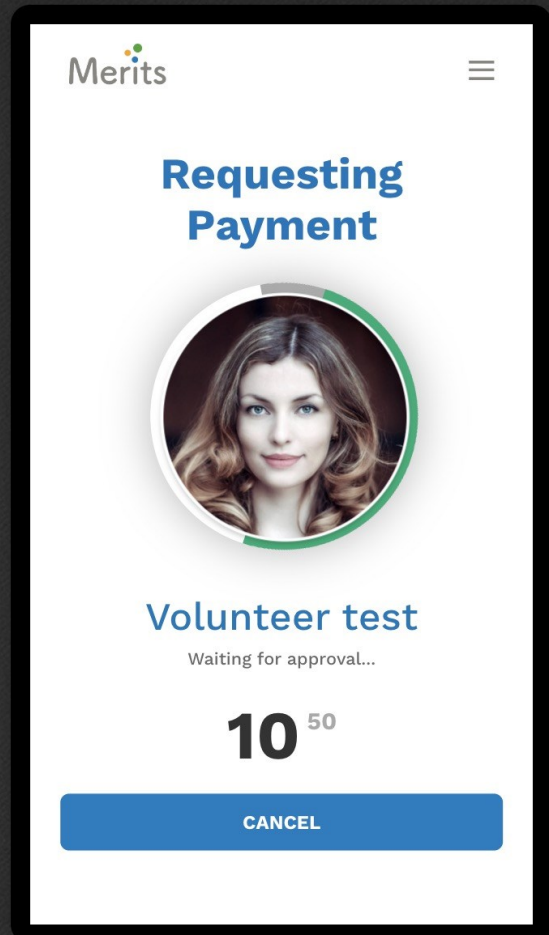
11) If she agrees she click on **APPROVE** button



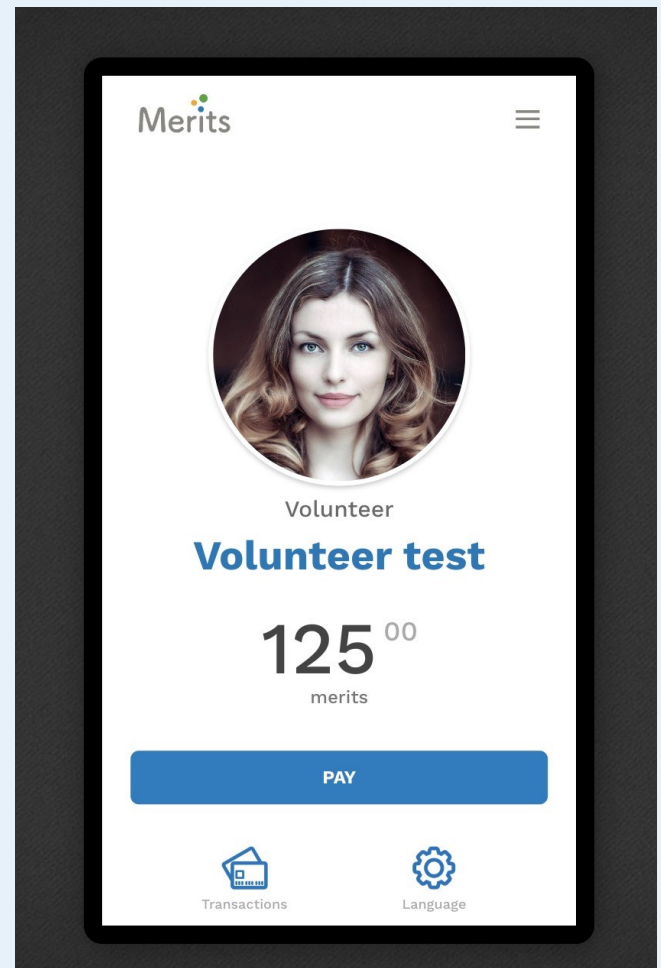
12) In the meantime **the cashier** waits while the volunteer is making the payment.

In the screen beside the cashier see the name and picture of the volunteer (here called Volunteer test) and the price she is going to pay. If the price is wrong the cashier can cancel it and repeat the procedure.

13) As soon as the payment transaction is done on **the cashier** smartphone appears the screen beside confirming that the volunteer paid the request price

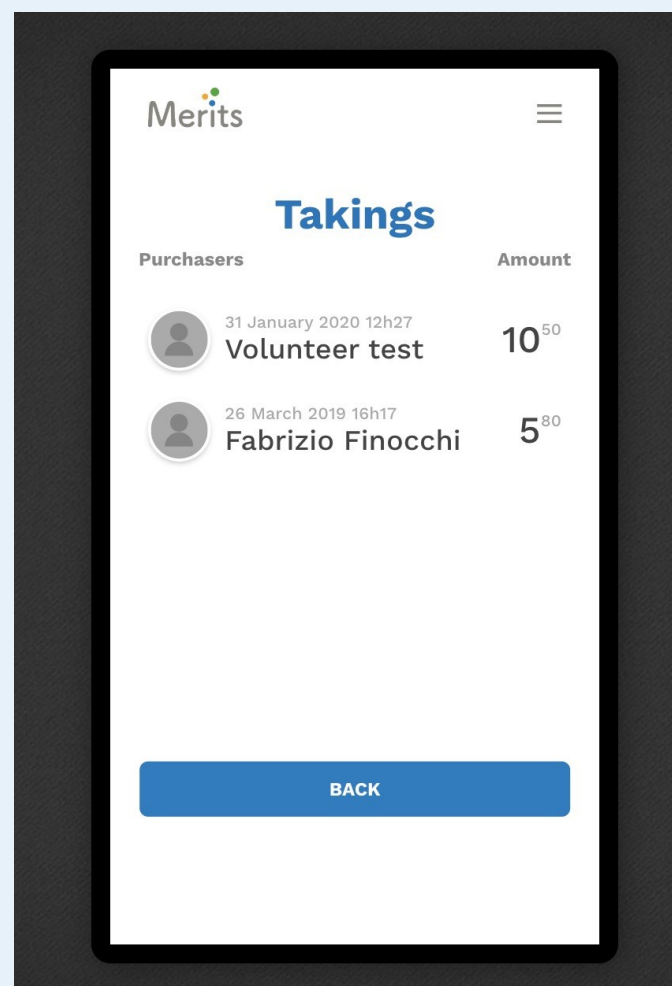


14) Now **the volunteer** is ready for another purchase and her wallet shows the remaining merits



15) And the **shop's owner** receives an updated situation of the takings of his shop. The transaction just done is added to a list of previous transactions.

These takings will be re-dimed in a later stage when they will be changed in euros .



16) Also **the volunteer** will see all the transactions she did ,up to now.

The average actual time to do all the described transactions is 30 seconds

