



### Alternative EFTPOS Systems (Option A and Option B)

For the below options we are assuming every transaction for the technology will be using barter dollars. If you are using a blend of Barter dollars and local Currency for a purchase this can be facilitated but for the purposes of Option A and B below the assumption is that every purchase will be done using 100% Barter Dollars.

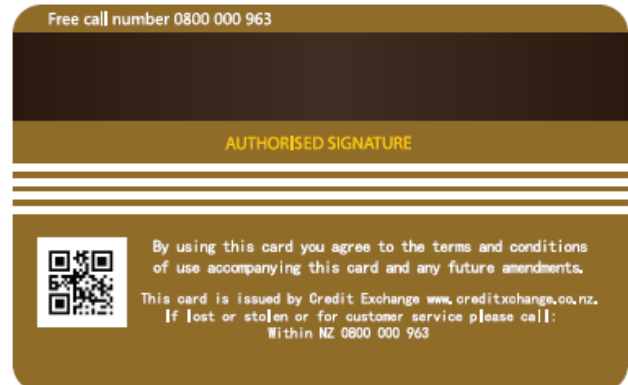
Further we assume that \$1 Barter Dollar equals 1 Cash Dollar.

### Description of the Options:

#### Option A:

The ESS (Evolution Smart Software) barter platform may be used to make transactions outside of the website and at retail outlets worldwide with the use of Android and/or IOS applications and EFTPOS cards.

An example is here – the unique QR code would be imprinted on cards such as these.



A QR code is a unique machine-readable code consisting of an array of black and white squares, typically used for storing information for reading by a POS scanner or by the camera on a smartphone.





An example of a QR code is shown here.



These cards do not require a magnetic strip as they are QR code based, allowing no special hardware outside of a downloadable application on Android and/or IOS devices. As most devices have a camera, this will be used to effectively scan a plastic card, identifying a user and facilitating a transaction from within the application.

An example of one of these Android Devices for the purpose of processing an EFTPOS transaction using Barter dollars is here. This unit needs to be somewhere at the checkout area and requires power and an internet connection. The actual size of the unit is approximately 10 cm square.





### Plastic cards

Users (Barter members) will receive plastic cards with a QR code printed on the front or back. Once a card is received by the user (Barter Member) they will be required to visit the Barter website and fill in their details, effectively registering the card and themselves with the Barter Exchange (NB: Barter head office staff and/or Distributors can do this function and then hand over the card to the new Barter Member if they wish). Once the card is activated, the Barter user may use it to make purchases.

### Android and/or IOS application

Alternative to the plastic card, users may also download an application from the Google Play Store. From within this application they may login to the barter platform and perform actions. One such action is to display a QR code related to the user. In place of the plastic card, users may use the application to display this QR code which can then be scanned by the receiving party or retailer.

### Technical Drill-down of pages/functionality

#### 1. Login page

Enter username and password to authenticate with the barter platform.

#### 2. App will have index/home page with two options

##### 2.1 Display QR Code (for use in handling transactions without the need for a physical card)

- Open QR code full screen - this QR code can then be scanned by the retailer who will then fill in details to be submitted to the barter platform – such as the purchase price of the item or service being brought.

##### 2.2 Sell/Transfer Barter Credits

- Open a transaction form
  - Enter transaction amount. Enter transaction details e.g. description, reference code
  - Click button to display code scanner. Hover over code to scan
    - If code is valid and transaction amount is equal to or less than current customer's balance display confirmation page with button to complete transaction
    - if code is valid and transaction amount is greater than customer's balance then display decline notice
    - if code is invalid display error message with try again button
    - after submitting your transaction, display a virtual receipt with details of the transaction.





## Requirements

Retailers are required to have a smart device with our installed application. The smart device will need to be connected to the internet as transactions performed on the application will require contact with our database on the barter platform. It is recommended that the retailer place their smart device or tablet on a stand facing the user. Ideally the stand would swivel around, allowing the retailer to enter details after the user has scanned their card. We will use audio such as beeps to indicate when a retailer needs to enter input or confirm transactions.

Users of the android application will require an internet connection to login and perform actions within the application.

Plastic card users will be required to activate their card online before use.

All downloading of applications on Android requires a Google Play Store account. We can alternatively distribute the app outside the store but the process is a bit more difficult and we won't have the auto-update app feature that Google Play Store provides.

## Option B: Using Existing EFTPOS Terminals at the Retailer

The option is based on using the existing EFTPOS POS (Point of Sale) terminals.

Barter Members would receive a UNIQUE pre numbered EFTPOS card with a Magnetic strip. This card would then be assigned to a Barter member in the Barter Exchange website platform.

