

Title

Payment pattern

Problem

In fulfilling payments, generic patterns seem to occur. Since payments are one of the most common transactions, it would be valuable to have a generic answer for this.

Intended result:

- DEMO Construction Model(s) (OCD, TPT) for payments, which is/are valid for different types of payments (debit, credit, cash, bitcoin)
- design considerations: why these actors chosen, what issues might occur in implementation, to what extent dependent from organizational / technological implementation, ...

Scope of Interest

1. choose payment type(s): credit card, debit card, cash, bitcoins; not: barter trade
2. include both the actual processing of one payment, and the institutionalization (agreements with banks, card processing companies and other network partners; installing / maintenance of devices) needed for that
3. out of scope: the establishing of the rights or obligations and, if applicable, the netting thereof, which is the reason for an intended payment by the customer

Progress

- content lead (contact) - preferable product owner: xxx
- who is elaborating this? names of students, professionals etc