

Showroom Mobile Banking - Feature #12220

QR Pay / QR Loyalty

01 October 2021 02:37 PM - Hoo Dextor

| | | | |
|------------------------|------------|------------------------|-----------------------|
| Status: | Closed | Start date: | 01 October 2021 |
| Priority: | Normal | Due date: | |
| Assignee: | Hoo Dextor | % Done: | 100% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | | Spent time: | 0.00 hour |
| Phase: | R1 | Branch Code: | showroom-proj-base-i5 |

Description

Refer to document and android code for the screen flow and ws
:https://docs.google.com/document/d/1KWEOWK6fiitN49or_p6ZQRVrUAX-loeGHIM3epPmQ-5Y/edit?usp=sharing

Project branch code:

https://smes.silverlakegroup.com.my:4430/svn/mleb/Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5

History

#1 - 11 October 2021 12:28 PM - Leoh Dennis leohyq

- Status changed from Assigned to Resolved
- Assignee changed from Leoh Dennis leohyq to Hoo Dextor
- % Done changed from 0 to 100

r212845 | dennis.leohyq | 2021-10-11 12:09:16 MYT

Changed paths:

A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment-confirm/qr-payment-confirm.scss
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment-confirm
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment/qr-payment.service.ts
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment-receipt/qr-payment-receipt.html
M /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/app-routing.module.ts
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment-receipt/qr-payment-receipt.ts
M /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/shared/constants.ts
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment/qr-payment.ts
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment/qr-payment.scss
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment/qr-payment.effects.ts
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment-confirm/qr-payment-confirm.module.ts
M /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/assets/i18n/en.json
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment-receipt
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment/qr-payment.html
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment/qr-payment.module.ts
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment/qr-payment.reducer.ts
M /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/home/home.html
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment-receipt/qr-payment-receipt.scss
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment-confirm/qr-payment-confirm.ts
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment
M /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/home/home.ts
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment-receipt/qr-payment-receipt.module.ts
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment-confirm/qr-payment-confirm.html
A /Showroom/02_BaseProjects/BASE900/trunk/showroom-proj-base-i5/ge-ug-base-i5/src/app/qr-payment/qr-payment.actions.ts

leoh: Feature #12220 QR Pay / QR Loyalty

#2 - 11 January 2022 06:58 PM - Megat AhmadSalehudin

- Status changed from Resolved to Pending SIT

Released v1.0.0.1 SIT

#3 - 11 March 2022 09:23 AM - Hoo Dextor

- Status changed from Pending SIT to Closed