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| 1. **Name of the challenge***:*   EasyBuy&Go |
| 1. **Context*:***   EasyBuy&Go *is a platform that enables merchants to accept noncash payments without using payment card scheme by using QR codes, cashless wallet principle and PSD2 Open Banking API.*  *Target group: small merchants not accepting credit cards, mass retail market* |
| 1. **Problem:**   *Many small merchants today do not accept credit cards, either because of the cost or organizational complexity of the solution. Therefore, as the only option, they support cash transactions. This creates unwanted scenarios where the customer would like to buy the goods but has no cash. Possibly he has cash, but the merchant has no money to return. The goal is to design a platform that allows customers to pay (using smartphones and QR code) to merchants who do not receive credit cards.*   1. **Additional info (for internal use):**   *Expected delivery: project schedule, business model, business case, use cases, wireframes, technical description, test cases*  *Instruments: word, excel, MS project, analytical tools (EA), graphical tools* |
| 1. **Skills of the team (for internal use):**   Analytical skills, basic programming skills, knowledge of project management |
| 1. **About the Seeker:**  |  | | --- | | 5**. About the Seeker:**  Czech Technical University in Prague, Faculty of Information Technology, Department of Software engineering  Czech Technical University in Prague is one of the biggest and oldest technical universities in Europe.  CTU currently has eight faculties (Civil Engineering, Mechanical Engineering, Electrical Engineering, Nuclear Science and Physical Engineering, Architecture, Transportation Sciences, Biomedical Engineering, Information Technology) and about 21,000 students.  CTU´s Department of Software Engineering focuses on the theory and methodology of object-oriented programming, virtual machines, database systems, and formal methods and approaches to databases and software engineering. Current research areas include the construction of XML-native database engines and transaction processing, functional approach to XML data processing based on lambda calculus and type systems, and theoretical (in particular, category-based) approaches to the design of formal frameworks for database modelling. Other research interests include interpreters, debuggers and transformation systems as tools for software development. | |