Overall Proposal

Bar WeChat Mini Program

Ordering • Drink Storage • Membership • Coupons

WeChat Mini Program (Guest + Staff Console) + Web Admin + Backend & WeChat Pay

4	3	35	40 days
core modules	clients	features	timeline

Based on: requirements analysis & clickable prototype · 2026-10



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01

Project Understanding

Positioning · Four modules & delivery scope

Project Positioning

A bar Mini Program for in-venue guests: scan to order, member prepaid balance & offers, store unfinished drinks on-site; staff and owner each have their own entry

Guest • WeChat Mini Program

- Scan the table Mini Program code to order; one shared bill per table
- Member price, coupons, balance + WeChat Pay combo checkout
- View stored drinks, request pickup, WeChat reminder before expiry

Staff Console • Same Mini Program

- Entered after staff login; hidden from guests
- New-order & call alerts, remove items, transfer table, paid offline
- Register storage, confirm pickup, one-tap sold-out

Admin Backend • Desktop Browser

- Dishes & specs, tables & QR codes, orders & full refunds
- Members, tiers, top-up packages, coupons, stored drinks
- Today's ops overview, staff account management

A guest's visit path

Scan table QR	Submit order to table	Add items together	Member price + coupon	Store leftover drinks	Pick up next visit
Code carries table ID Authorize phone to join	Specs & qty Staff notified live	One bill per table Anyone can add	Discount then coupon WeChat covers shortfall	Staff logs locker Remainder & photo	Request pickup in app Staff verifies & releases

Four Modules & Delivery Scope

The four modules from the client map to three clients; this phase is single-store; details follow the confirmed clickable prototype

Module	Guest (Mini Program)	Staff Console (Mini Program)	Admin (Browser)
Ordering	Home, table QR, menu & specs, cart, table bill, combo pay, my orders	Tables & new-order alerts, remove/change qty, transfer, paid offline, sold-out, calls	Today's overview, tables & QR, dishes & categories, orders & refunds, store settings
Drink Storage	My stored drinks, details, request pickup	Register storage, handle pickup, expiring-within-3-days list	Query storage, void, storage days & reminder days
Membership	Member center, top-up, balance & points ledger, Me	—	Member query & adjust, tier & points rules, top-up tiers
Coupons	Coupon center, my coupons, auto-select at checkout	—	Create spend-threshold / % off / cash vouchers; four issue methods; claim & usage records
Messaging & Accounts	WeChat subscribe messages: storage expiry, pickup done, coupon received	Staff account login	Login, admin / staff accounts
Design & Delivery	UI design, database & API design, integration testing & fixes, deployment, review & docs		

Out of scope

Multi-store, inventory & stocktaking, delivery, online reservations, private-room timers, points-for-cash & points mall, birthday coupons, group-buy/affiliate, combo meals, receipt printing, invoicing, SMS. Can be estimated separately after this phase goes live if needed.

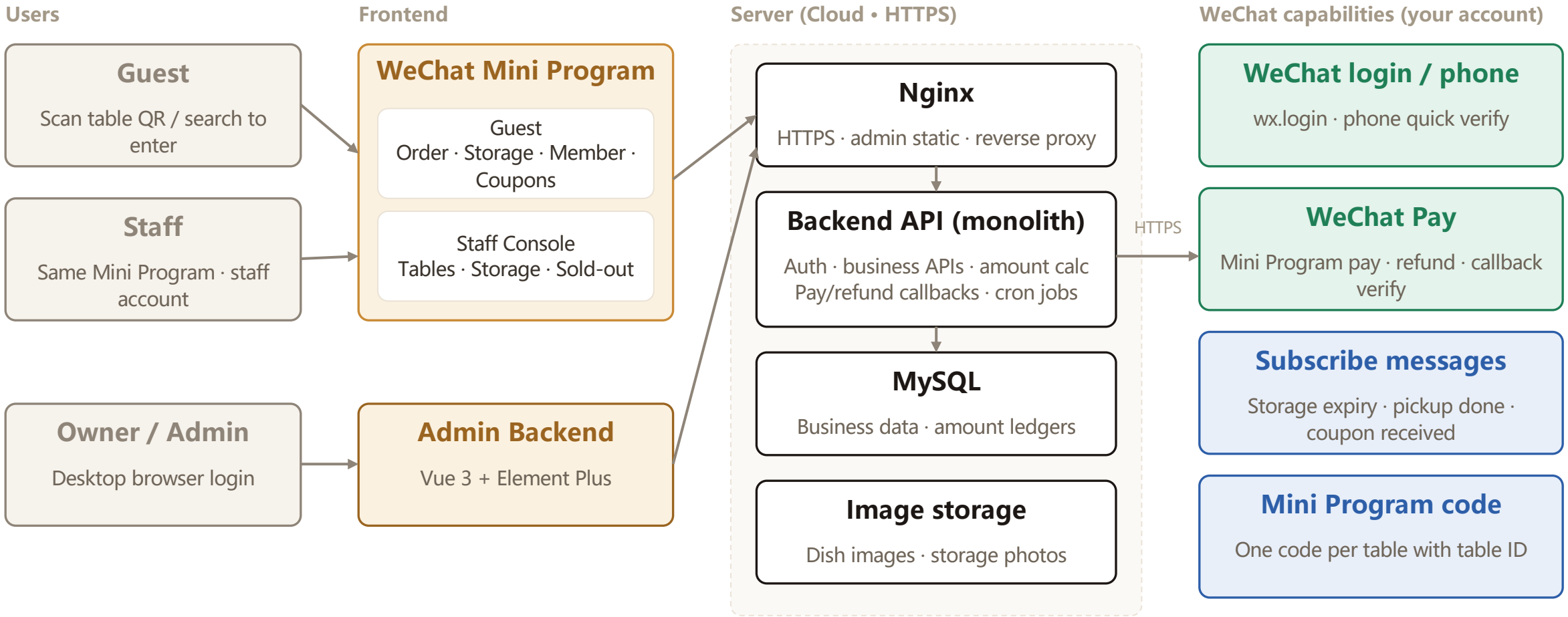
02

Overall Proposal

Architecture · Tech stack & deployment · Checkout amount rules
Key flows: same-table ordering & checkout, drink storage · Core data design

System Architecture

One Mini Program, two roles; one backend serves both the Mini Program and admin; pay, login, and messaging use official WeChat capabilities



Tech Stack & Deployment

Single-store volume is modest; use a light monolith: easy to maintain, low server cost, smooth to scale later

Layer	Choice	Notes
Mini Program	WeChat Mini Program (uni-app / Vue 3)	Guest and staff console share one Mini Program; pages differ by login identity
Admin Backend	Vue 3 + Element Plus	SPA, Nginx static hosting, desktop browser
Backend API	Node.js monolith	PM2 supervised; auth, business, pay callbacks, and cron in one process
Database	MySQL 8	Amount ops use transactions; every balance, points, and refund change is logged
Scheduled jobs	In-process scheduler	Remind N days before storage expiry, mark expired, expire coupons
Live alerts	Console polling refresh	New orders and calls refresh every 10s; no separate push service
Deploy	Cloud server + Nginx	HTTPS cert; Mini Program legal domains and pay callback URL

Amounts & concurrency

- Payable amount computed on backend; frontend displays only
- Same-table concurrent adds: lock the table bill on submit, write line by line
- Lock before checkout: no adds during combo pay; unlock if payment cancelled
- Payment status follows WeChat callback; query order if callback is lost
- Full refund returns each original payment method and reverses cumulative paid & points

Recommend purchasing server and domain under your entity (for ICP filing); we assist selection and setup. Entry-level cloud server is enough for a single store.

How Checkout Amount Is Calculated

Apply member-tier discount first, then one coupon; coupon threshold uses post-discount amount; pay balance first, WeChat for the rest

Dish amount	Member-tier discount	One coupon	Payable	Deduct balance first	WeChat covers rest
¥268.00	−¥13.40	−¥25.46	¥229.14	−¥120.00	¥109.14
Two guests, 3 items	Silver 5% off	Thu 10% off (min 150) Auto-picks best coupon	Table payable	Balance 120 fully applied	WeChat Pay

Demo data from the prototype; verify in prototype "Table Bill → Checkout".

Member tiers

- Authorizing phone number creates a member
- Auto-upgrade by cumulative paid; enjoy order discounts
- Example: Regular no discount; Silver ¥2,000 → 5% off; Gold ¥5,000 → 10% off
- Full refund reverses cumulative paid

Coupons

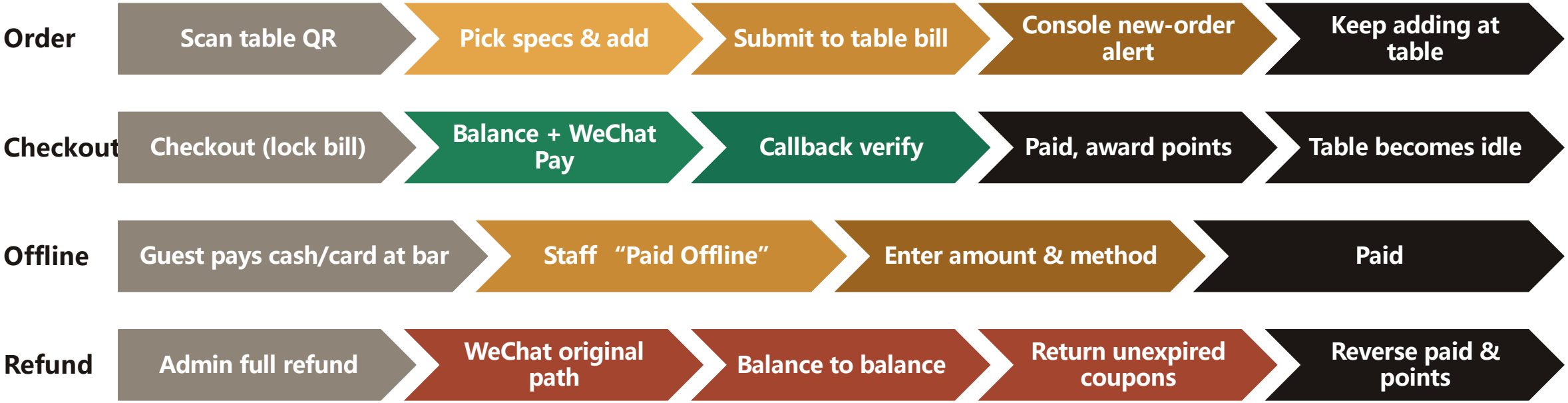
- Spend-threshold, % off, and cash voucher
- Coupon center, newcomer auto-issue, top-up gift, admin-targeted issue
- One coupon per bill; defaults to best; changeable or skippable
- Unused unexpired coupons returned on refund

Balance & points

- Top up by admin tiers; paid + bonus enter balance
- May attach one coupon; bonus is non-withdrawable
- 1 CNY = 1 point; this phase accumulates and displays only
- Admin balance/points adjustments require a reason

Key Flow • Same-table Order, Checkout & Refund

One open bill per table until checkout; settle online or via bar offline payment



Bill status	When entered	Guest can	Staff / admin can
Unpaid	First order submit at table	Add items, call, checkout	Remove, change qty, transfer, paid offline
Paid	WeChat callback OK / staff marks paid offline	View order	Admin full refund
Refunded	Admin confirms refund; WeChat refund callback OK	View refund status	—

Key Flow • Drink Storage

"Stored drinks" means unfinished drinks left at the venue, registered by staff; no procurement, inventory, or stocktaking (requirements item 2)



Storage status	When entered	Guest sees	Staff / admin
In storage	Staff registration OK	Name, remainder, locker, expiry	Can pick up directly
Pending pickup	Guest requested pickup	Staff notified; pick up at bar	Confirm after checking locker
Picked up	Staff confirmed pickup	Pickup-complete message	Partial pickup: re-register remainder
Expired	Past expiry (scheduled job)	Cannot request pickup	Handle per store rules
Voided	Admin voids bad registration	No longer shown	Keep record

Pending your confirmation

- Default storage days (prototype 90; editable in admin and per bottle)
- Reminder days before expiry (prototype: 3)
- How expired drinks are handled (store policy; system only marks status)
- Remainder as tap "about half bottle", or precise to ml

Core Data Design

All amount-related data is ledgered: balance, points, coupons, and refunds trace to order and operator

Store, tables & accounts

store_config / tables / accounts

Store name, address, hours, announcements; table ID, enable/disable, Mini Program code; admin/staff accounts & roles

Dishes & specs

categories / dishes / spec_groups / spec_options

Category sort; drink image, intro, price, tags, list/delist, sold-out; spec groups & option deltas

Bills & orders

bills / bill_items / orders

One unpaid bill per table; each line records submitter & time; checkout creates order and amount split

Payments & refunds

payments / refunds

Balance, WeChat, offline payment details; WeChat IDs & callback logs; full-refund records

Members & tiers

members / levels / recharge_tiers

Phone, tier, balance, points, cumulative paid, enable/disable; tier thresholds & discounts; top-up packages & bonuses

Balance & points ledgers

balance_logs / point_logs / recharges

Each change: spend, top-up, refund, admin adjust (reason, operator)

Coupons

coupon_templates / user_coupons

Type, face value or %, threshold, validity, supply, claim limit, issue method; claim, use, expire, return

Stored drinks

wine_storage

Member, drink name, remainder, locker, photo, deposit & expiry, status, registering/pickup staff

03

Features & Prototypes

Feature overview · Guest · Staff console · Admin prototypes

Screenshots from the clickable HTML prototype; details follow the prototype

Feature Overview

Guest 14 items · Staff Console 6 items · Admin Backend 11 items · Design, Integration & Launch 4 items; total 35 items

Guest
1. Home
2. Table QR & Phone Login
3. Menu & Drink Details
4. Cart & Submit to Table
5. Table Bill
6. Checkout & Payment
7. My Orders & Details
8. My Stored Drinks
9. Member Center
10. Top-up
11. Balance & Points Ledger
12. Coupon Center & My Coupons
13. Me
14. WeChat Subscribe Messages

Staff Console
1. Staff Login & Permissions
2. Tables & New Order Alerts
3. Table Bill Operations
4. Store Drink Registration
5. Drink Pickup Handling
6. Sold-out & Service Calls

Admin Backend
1. Login & Accounts
2. Today's Overview
3. Tables & QR Codes
4. Dishes & Categories
5. Orders & Refunds
6. Member Management
7. Tier & Points Rules
8. Top-up Tiers
9. Coupons
10. Stored Drinks Management
11. Store Settings

Design, Integration & Launch
1. UI Design
2. Database & API Design
3. Integration Testing & Fixes
4. Deployment & Documentation

Guest Prototype • Home & Menu



Home

First screen on entry

Store name, announcements, hours; “Scan to Order” card

Four entries: order, storage, membership, claim coupons

Tier, balance, points, coupon count at a glance

Home alerts for storage expiring within 3 days

Module • Ordering



Menu

Categories & drink list

Categories left, drinks right; current table ID on top

Image, intro, price, tags (signature, storable)

Specs via “Choose Specs”; sold-out shown and not addable

Bottom cart shows count and amount

Module • Ordering

Guest Prototype • Order & Login



Cart

Submit to table bill

Adjust qty, clear

After submit, open table bill; staff console gets new-order alert

Multiple guests can add concurrently to one bill

Module • Ordering



Table QR & Phone Login

Authorization only when submitting

One Mini Program code per table with table ID

Browse without login; authorize WeChat phone when ordering, checkout, storage, or claiming coupons

Authorize to become member; auto newcomer coupon

Disabled tables / outside hours: browse only

Module • Ordering

Guest Prototype • Table Bill & Checkout



Table Bill

One shared bill per table

- Show ordered items by submitter and time
- Dish amount → member discount → one coupon
- Defaults to best coupon; changeable or skippable
- Call service, keep adding

Module • Ordering



Checkout

Balance + WeChat Pay combo

- Deduct balance first; WeChat for the rest; balance can be turned off
- Cancel keeps the bill unpaid
- Success follows WeChat callback; cumulative paid and points updated
- Or pay cash/card at bar; staff records it

Module • Ordering

Guest Prototype • Payment Result & Orders



Payment success

Result page

- Show paid amount and payment split
- Points earned, cumulative paid, upgrade progress
- View order or return home

Module • Ordering



My Orders

History bills & details

- Table ID, time, dish lines
- Member discount, coupon, balance / WeChat / offline split
- Refunded orders show refund status
- Contact the venue for refunds

Module • Ordering

Guest Prototype • Drink Storage



My Stored Drinks

Drinks stored at the venue

Tabs: in storage / pending / picked up / expired

Name, remainder, locker, deposit & expiry, photo, registering staff

Soon-to-expire in red; expired cannot pick up

Module • Drink Storage



Storage details & reminders

Request pickup

"Request Pickup" notifies staff; pick up at bar after locker check

One WeChat subscribe message 3 days before expiry

Pickup done and coupon received also send subscribe messages

No SMS

Module • Drink Storage

Guest Prototype • Membership & Top-up



Member Center

Tier, balance, points

Tier card, current discount, gap to next tier

Balance, points, cumulative paid

Benefits table (thresholds & discounts set in admin)

Module • Membership



Top-up

By admin tiers

Tier: pay amount + bonus; may attach one coupon

WeChat Pay; paid + bonus enter balance together

Note that bonus is non-withdrawable

Module • Membership

Guest Prototype • Coupons



Coupon Center

Claimable coupons

Spend-threshold / % off / cash; show threshold, validity, remaining

Per-user limit; hide when sold out, disabled, or limit reached

After claim, go to “My Coupons”

Module • Coupons



My Coupons

Unused / used / expired

Source: coupon center, newcomer auto, top-up gift, admin issue

Auto-picks usable coupons at checkout

Unexpired coupons auto-returned after refund

Module • Coupons

Guest Prototype • Ledger & Me



Balance & Points Ledger

Every change is queryable

- Spend, top-up, refund, admin adjust
- Admin adjustments show reason
- Balance and points on two tabs

Module • Membership



Me

Personal entry hub

- Avatar, phone, tier
- Entries for orders, storage, membership, claim, coupons
- Contact venue, map navigation
- Staff accounts see “Staff Console” entry

Module • Membership

Staff Console Prototype • Tables & Bills



Tables

Whole store at a glance

- Idle / unpaid / disabled; unpaid shows amount
- New orders pin to top and mark table; calls show a bell
- Periodic data refresh
- Staff login; console features only

Module • Ordering



Table bill

Staff acts on behalf

- View all table orders
- Remove / change qty (unpaid only)
- Transfer to idle table
- Paid offline: cash / QR / card

Module • Ordering

Staff Console Prototype • Offline Pay & Sold-out

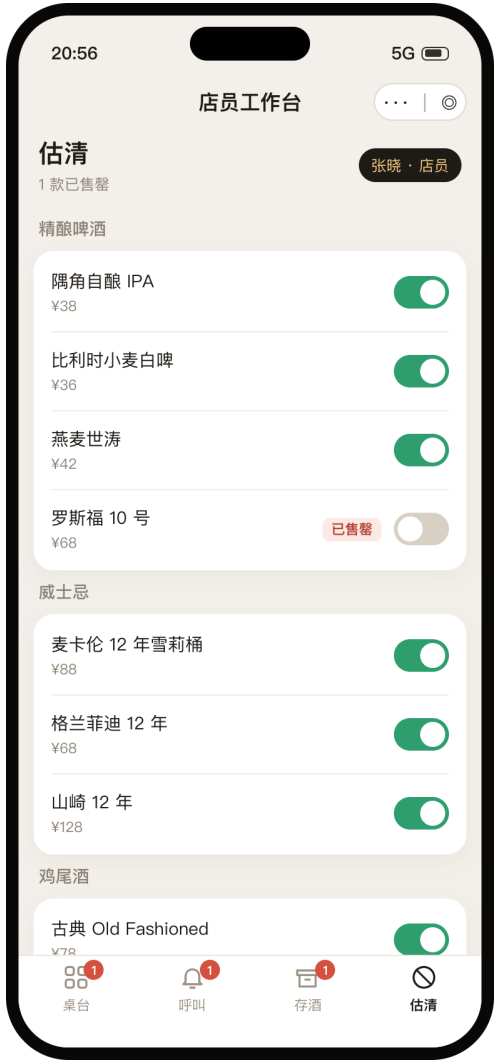


Paid Offline

Record after bar collection

- Enter amount and payment method
- After record, bill closes and table becomes idle
- Offline pay does not use balance or coupons

Module • Ordering



Sold-out & Service Calls

One-tap mark temporarily sold out

- Mark drinks sold out / available by category
- Sold-out items cannot be added from guest menu
- Call list: mark done after handling
- Price and list/delist only in admin

Module • Ordering

Staff Console Prototype • Storage



Register Storage

Must find member first

- Find member by phone
- Drink name, remainder (tap or free text), locker
- Expiry defaults to admin days; editable per bottle
- Photo upload, notes

Module • Drink Storage



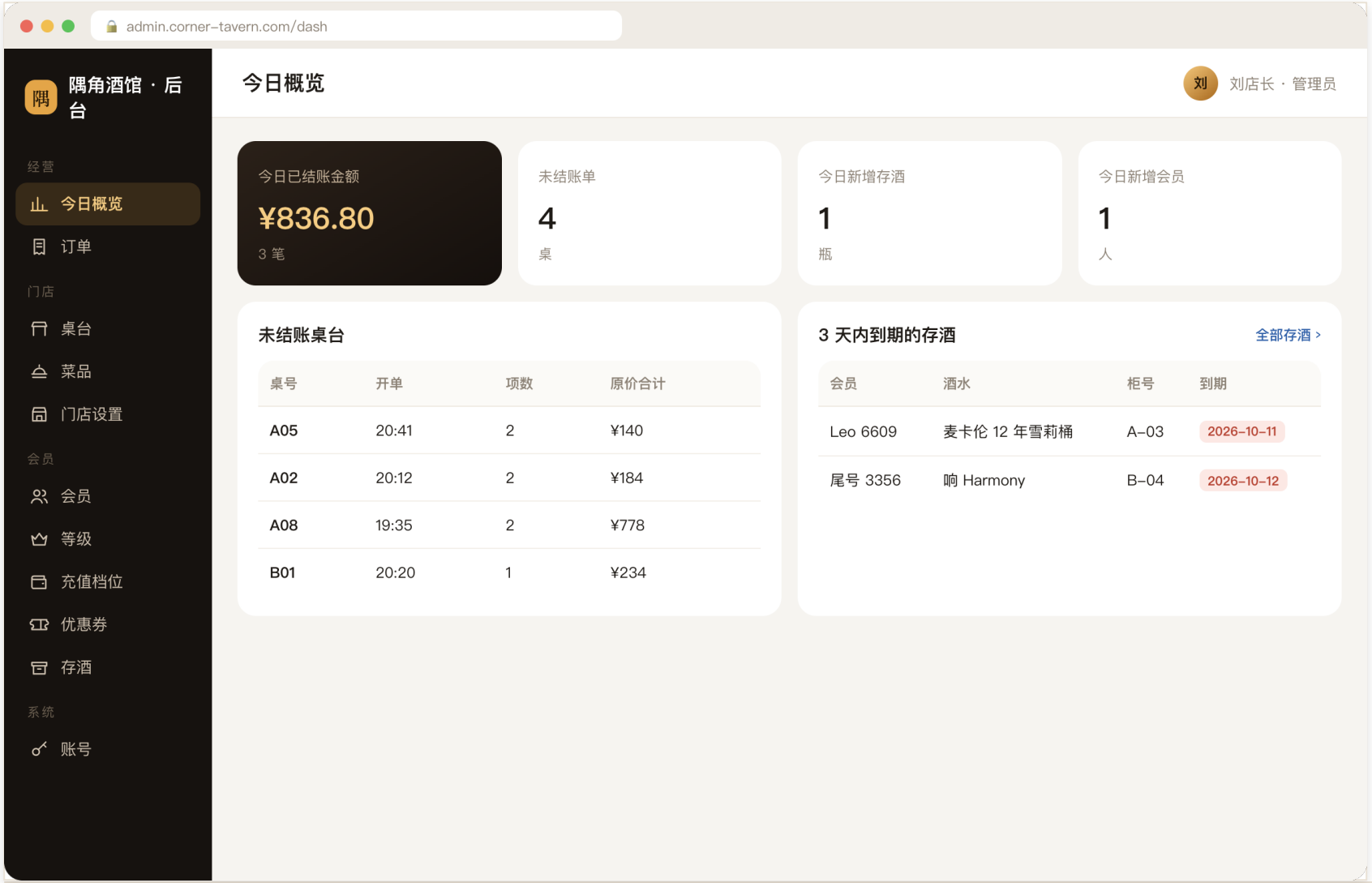
Drink Pickup Handling

Pending pickup & soon to expire

- Guest-requested pickups; confirm after locker check
- “Direct pickup” for verbal requests
- Expiring-within-3-days list (guests already reminded)

Module • Drink Storage

Admin Prototype • Today's Overview



Today's Overview

First page the owner opens daily

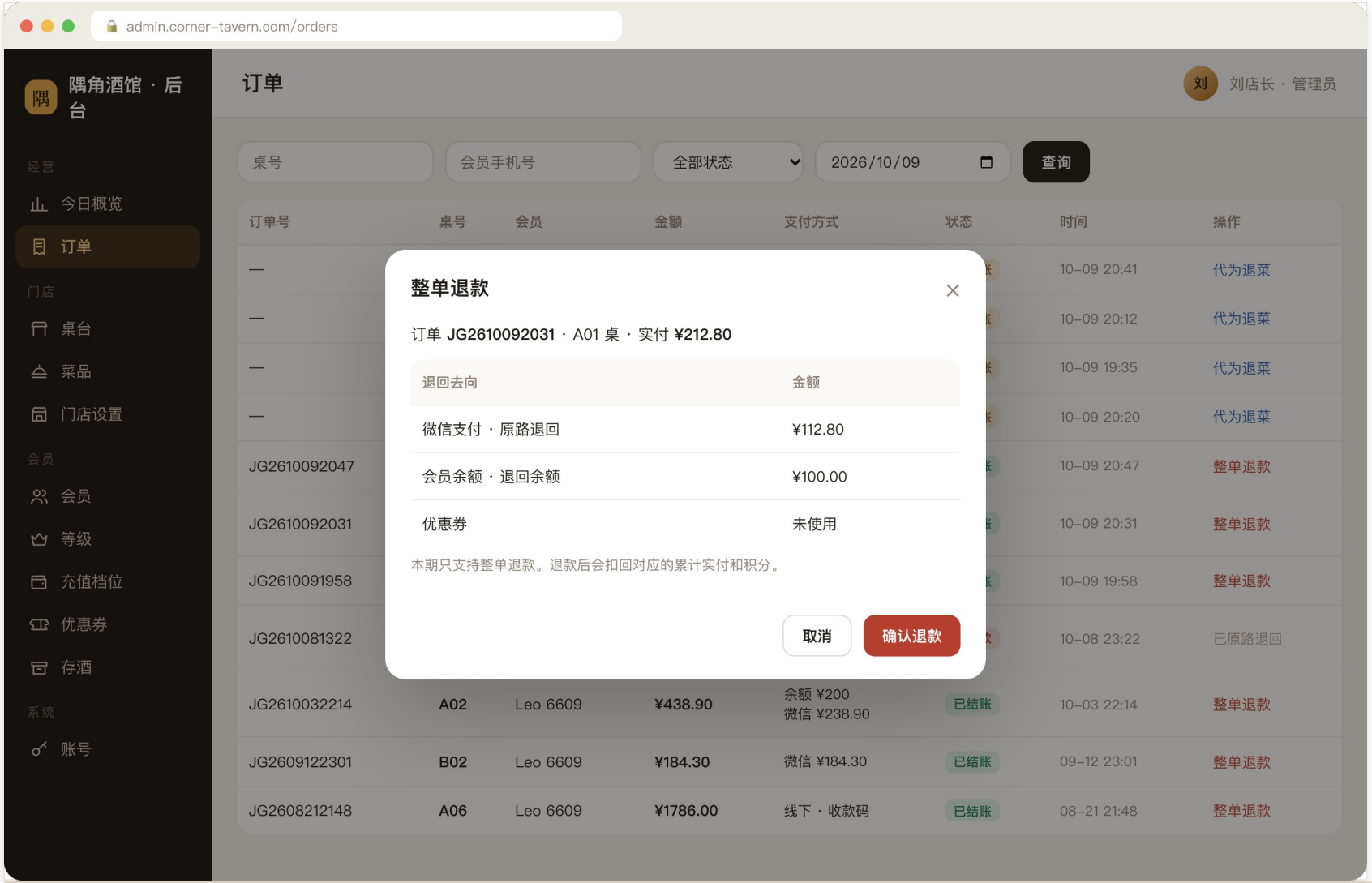
Today's settled amount & count, open bills, new storage, new members

Unpaid table list

Storage expiring within 3 days

Module • Ordering

Admin Prototype • Orders & Full Refunds



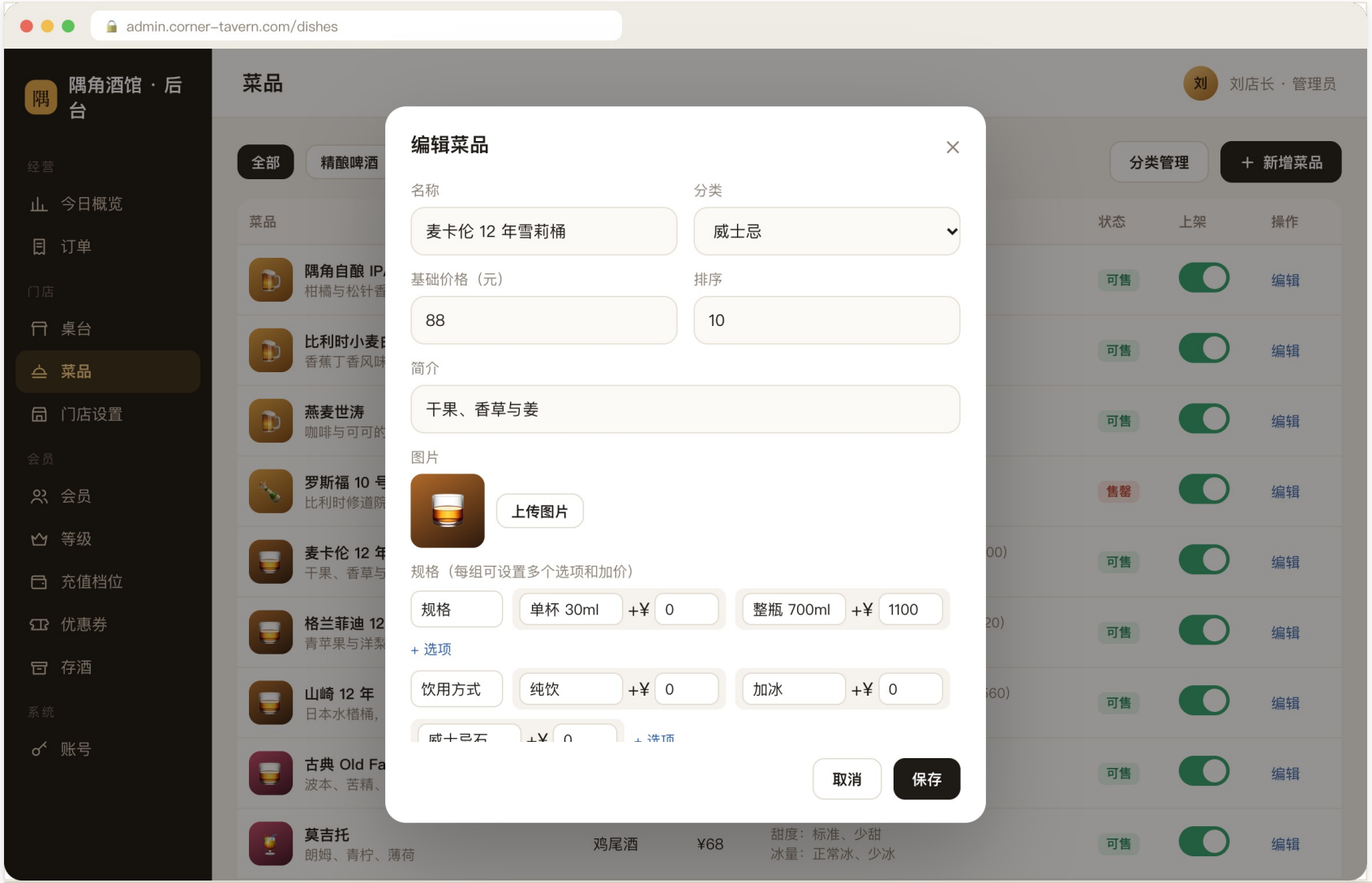
Orders & Full Refunds

Query, remove items, full refund

- Query by table, phone, status, date
- Unpaid: remove items on behalf
- Paid full refund: WeChat original path, balance to balance, return unexpired coupons
- After refund, reverse cumulative paid & points

Module • Ordering

Admin Prototype • Dishes & Categories



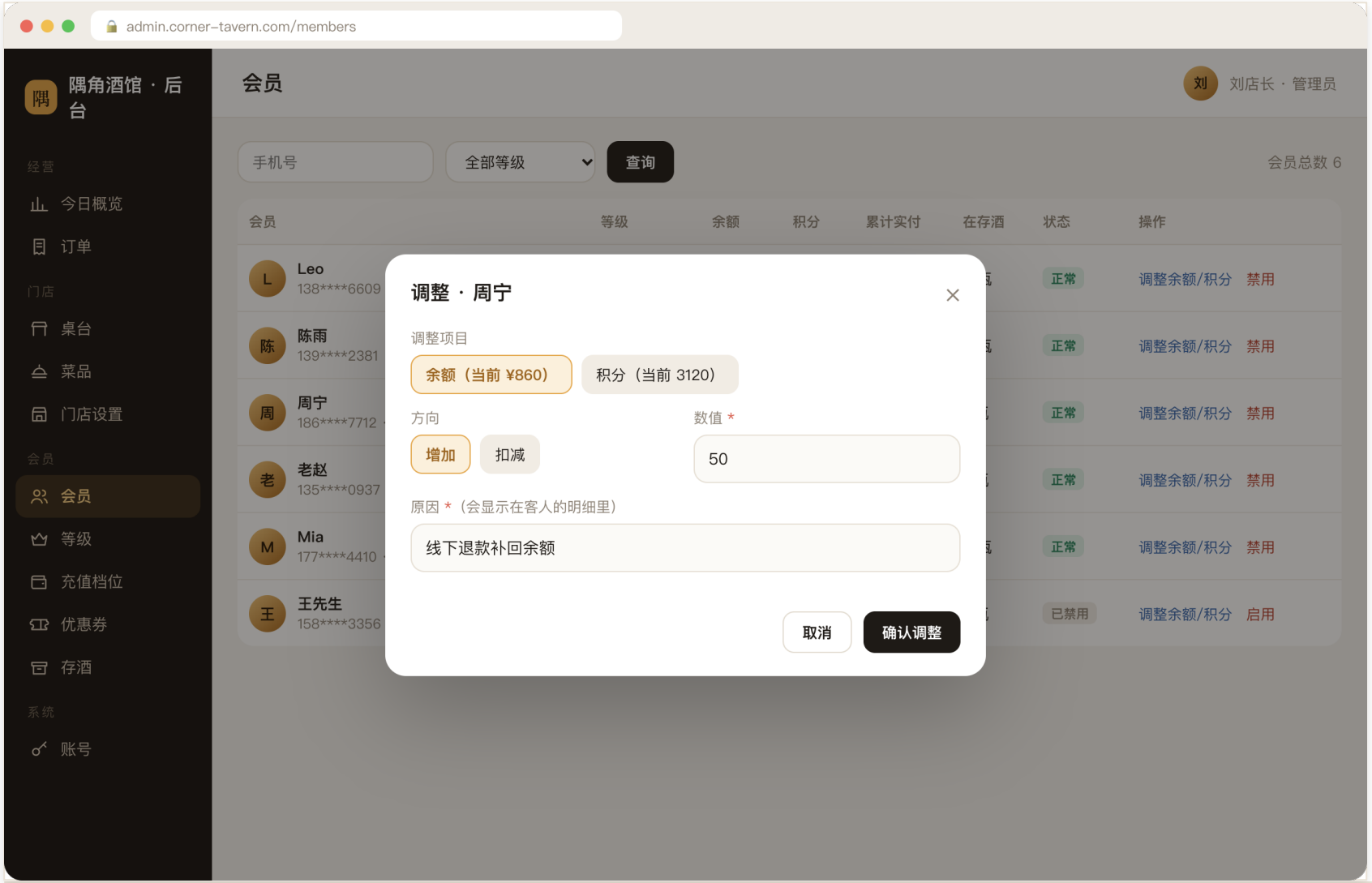
Dishes & Categories

Drink profiles & specs

- Maintain and sort categories
- Name, image, intro, price, tags, list/delist
- Spec groups & option deltas: by glass / bottle, ice, sweetness
- View sold-out status (staff marks in console)

Module • Ordering

Admin Prototype • Member Management



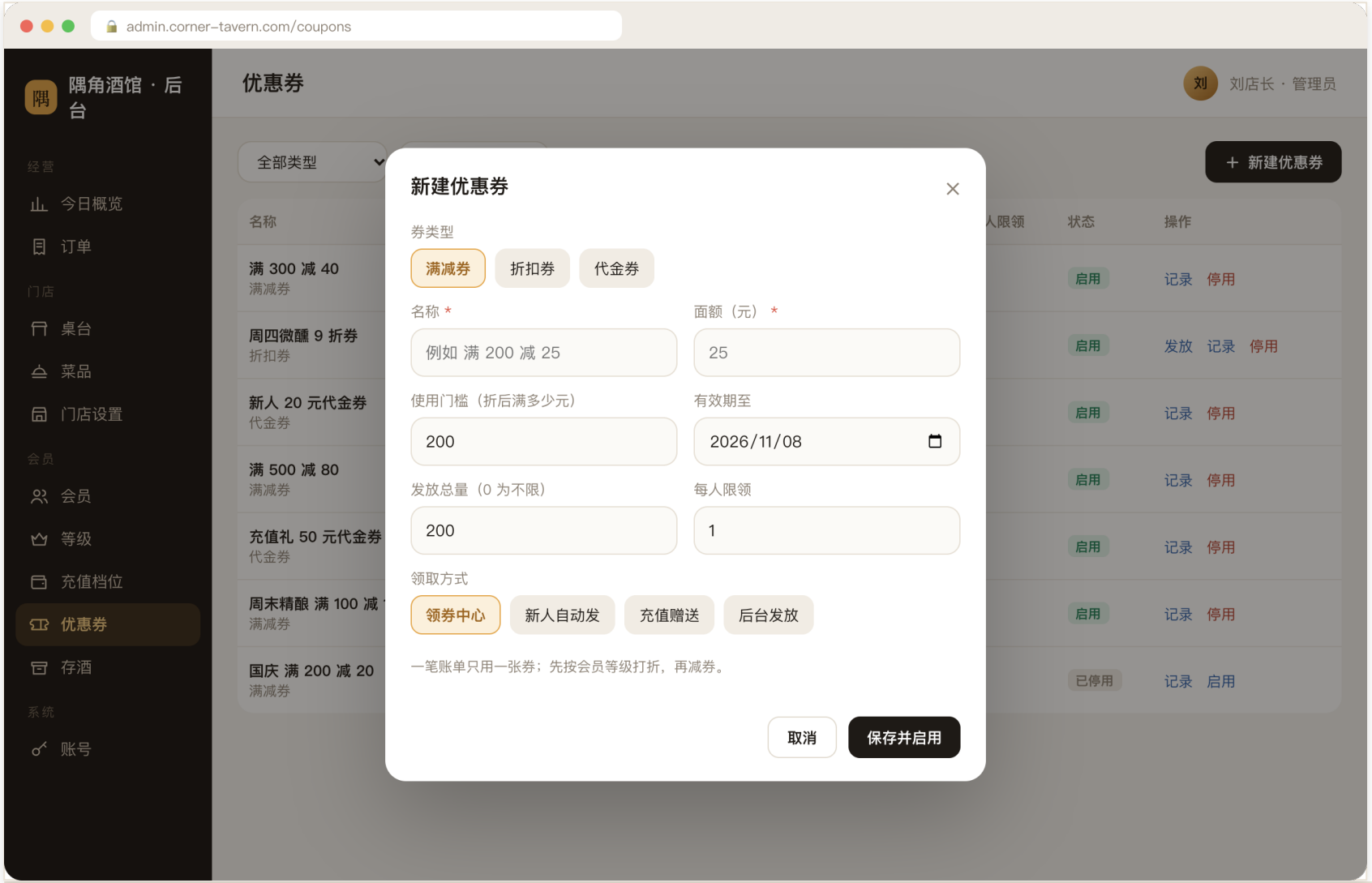
Member Management

Query & adjust

- Query by phone and tier
- Tier, balance, points, cumulative paid, stored drinks
- Balance/points adjustments require reason; visible in guest ledger
- Disable / enable members

Module • Membership

Admin Prototype • Coupons



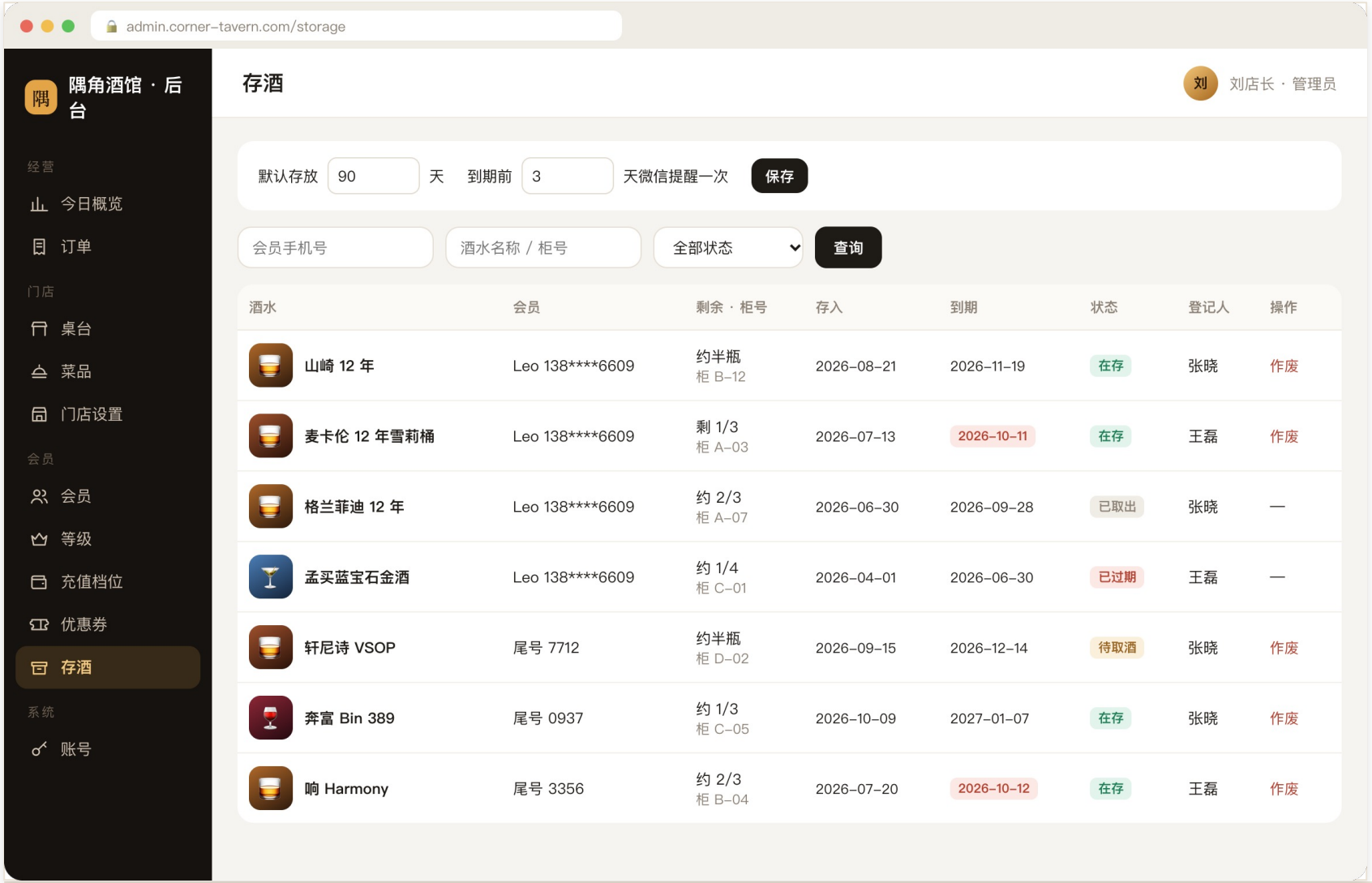
Coupons

Create, issue & records

- Three types: spend-threshold / % off / cash
- Threshold, validity, total supply, per-user limit
- Claim methods: coupon center / newcomer auto / top-up gift / admin issue
- Disable, issue by phone, claim & usage records

Module • Coupons

Admin Prototype • Stored Drinks Management



Stored Drinks Management

Store-wide storage list

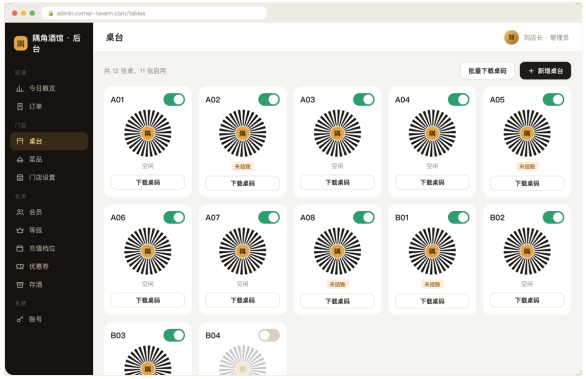
Default storage days and reminder days

Query by member, name, locker, status

Void erroneous registrations

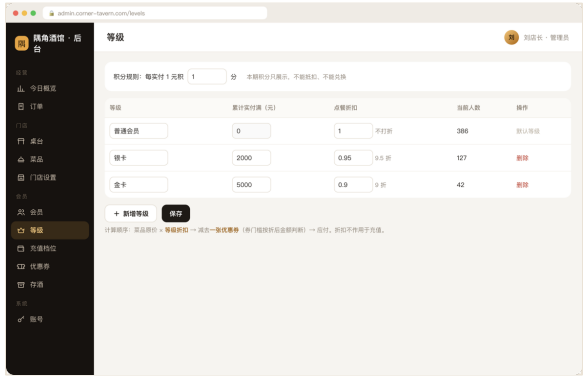
Module • Drink Storage

Admin Prototype • Other Modules



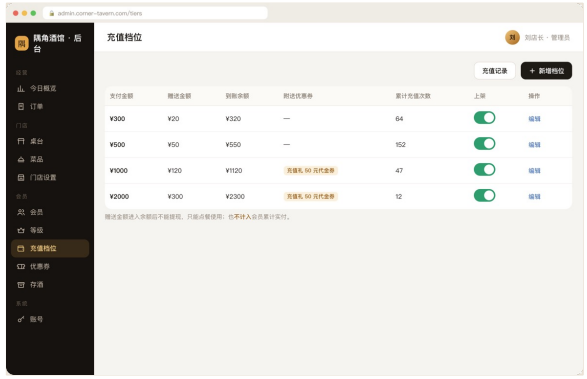
Tables & QR Codes

Add, enable/disable; download per-table codes



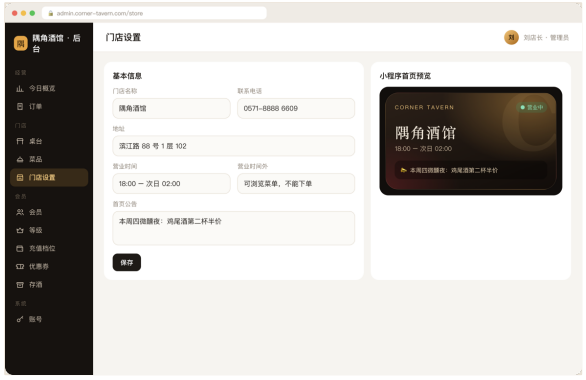
Tier & Points Rules

Upgrade thresholds, discounts; points ratio



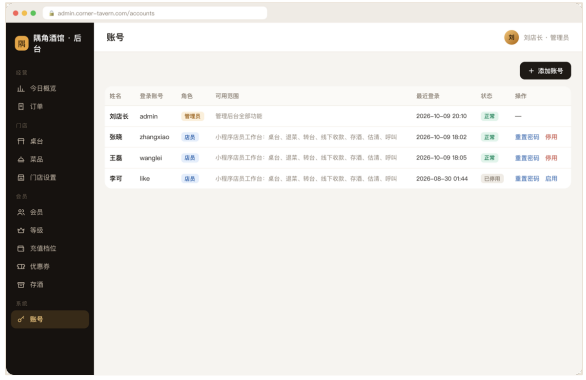
Top-up Tiers

Amount, bonus, attach coupon; top-up records



Store Settings

Name, address, phone, hours, announcements



Login & Accounts

Admin / staff; reset password, disable

Admin backend overview

11 pages

Desktop browser · admin / staff roles

These 11 admin pages cover dishes, tables, order refunds, members, coupons, storage, store & accounts.

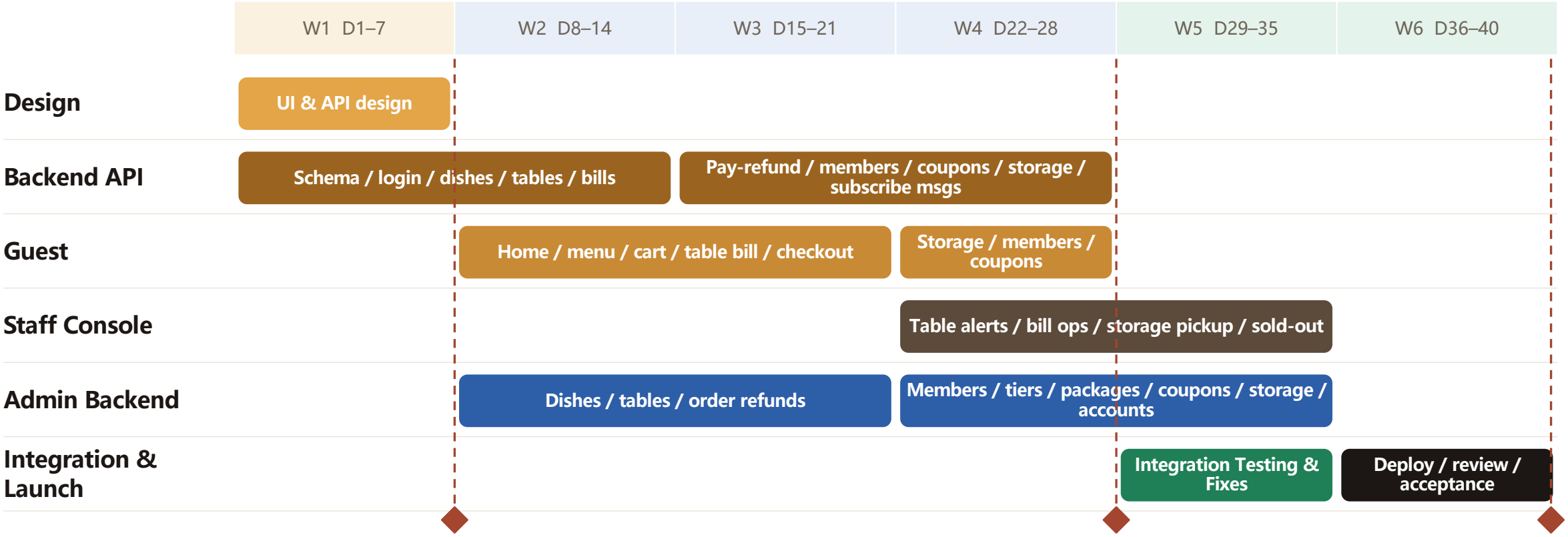
04

Schedule & Delivery

Schedule & milestones · Deliverables & your prep · Acceptance criteria · Risks & open items

Schedule & Milestones

Timeline 40 days, Counted from requirements confirmation and provision of the Mini Program account and WeChat Pay merchant ID, including Mini Program review; frontend and backend in parallel



M1 • Design sign-off

UI comps & data model confirmed

M2 • Core flows demo-ready

Order, storage, membership, coupons working
Trial Mini Program available

M3 • Go-live acceptance

Mini Program approved & published
Itemized acceptance on production

Deliverables & Your Preparation

Earlier Mini Program account and Pay merchant ID → earlier integration & review; WeChat admin config needs your admin QR authorize

Our deliverables

1. **Full source code** — Mini Program (guest + staff console), admin, backend
2. **Deployment go-live** — Server deploy, HTTPS; assist Mini Program review & release
3. **Database scripts** — Schema scripts and seed data (tiers, packages, store config)
4. **Docs** — Deployment docs & ops manual (incl. staff console)
5. **Maintenance** — 1 month free maintenance after go-live (bug fixes only)

You provide	Used for
Verified WeChat Mini Program account (your entity)	Dev, review, publish
WeChat Pay merchant ID linked to Mini Program	Order checkout, top-up, refunds
Domain & ICP filing (we assist)	Mini Program legal API domain, admin
Dish data: name, image, price, specs	Menu entry
Member tiers, top-up packages, initial coupons	Membership & offer rule setup
Table list, staff roster	Generate table codes, open accounts
Logo, brand colors, store info	UI design & home
Confirmation on the 15 items in requirements §7	Lock development scope

Acceptance Criteria

Accept page-by-page against the confirmed prototype; scenarios below must pass

Module	Scenario	How to verify
Ordering	Two phones scan same table QR and add items; bill merges; member discount + auto coupon amounts correct; balance + WeChat combo pay; staff paid offline; admin full refund original path	Run real small payment and refund once each; check amount split and refund destination
Drink Storage	Staff register → guest sees → request pickup → staff confirms; subscribe message before expiry	Set expiry within 3 days; check message next day
Member Management	Authorize phone to join and get newcomer coupon; auto-upgrade at threshold; top-up paid + bonus credited; admin adjust shows reason	Reconcile against balance & points ledger line by line
Coupons	All four issue methods deliver coupons; threshold uses post-discount amount; unexpired coupons returned after refund	Create one of each coupon type and walk through
Design, Integration & Launch	Mini Program approved & published; admin reachable via HTTPS; staff accounts console-only	Production environment check

Prototype colors, images, and copy follow the final design; features beyond requirements and prototype are estimated separately.

Risks & Open Items

These items affect go-live timing or scope; please confirm before signing

Item	Notes	Suggestion
Mini Program category & credentials	Ordering and member prepaid need matching service categories; food category often needs a food business license; follow WeChat review rules	Complete certification under your entity and confirm category before kickoff
Prepaid (top-up) feature	Member top-up is prepaid funds; WeChat review may require extra credentials or explanation	If review is blocked, ship without top-up first; enable after credentials are ready
15 requirements confirmations	Confirmations in requirements §7, esp. “what is drink storage”, “same-table visibility”, “discount order”, “refunds”	Confirm item by item before signing; used as acceptance basis
Materials readiness	Mini Program account, merchant ID, filing, and dish data directly affect integration & review	Timeline 40 days starts when materials are ready
WeChat Pay fees	At WeChat rates, borne by you	Confirm rate when opening merchant ID

Not included

- Multi-store, inventory & stocktaking
- Delivery, online reservations, private-room timers
- Points-for-cash & points mall, birthday coupons
- Group-buy/affiliate, combo meals
- Receipt printing, invoicing, SMS
- Mini Program cert fee, WeChat Pay fees (charged by WeChat)
- Long-term ops after go-live (can be agreed separately)

Thank You

Ordering · Drink Storage · Membership · Coupons · timeline 40 days

Feature details in the clickable prototype — feedback welcome anytime