

SKU Bonus Rewards

Manager & QA guide · Enterprise Solution admin · Upload Receipt challenge

A **SKU bonus** gives a shopper an extra reward when their approved receipt contains specific products. It is awarded *on top of* the reward the receipt already earns, so a contest can read: “Spend RM40 to get 1 spin, and get 1 more spin if the receipt includes the promoted range.” Rules are set per challenge in the Enterprise Solution admin — no developer involvement, and no code change between campaigns.

The one rule to remember

A bonus *adds to* a reward that the Upload Receipt challenge already gives. If the challenge awards Chance(s), a bonus can add Chance(s). To hand out Point(s) or a Voucher as a bonus, that reward must also be ticked on the same challenge. The form blocks a save that breaks this.

Part 1 — For Managers

Setting up a campaign · reading the settings · knowing the limits

1. Where it lives

Enterprise Solution admin → **Settings** → **Gamification** (`/admin/settings/gamification`) → the **Upload Receipt** challenge card → the reward section → **Bonus Reward by SKU**.

The table sits below the Stacking / Tiering options and works independently of them: bonus rules apply whether or not stacking or tiering is switched on.

2. The fields

COLUMN	WHAT IT DOES
Product(s)	The SKUs that trigger the bonus. Search and pick as many as the campaign needs — this is the same product list used elsewhere in the admin. Required.
Match	Any of — the bonus fires when at least one listed SKU is on the receipt. All of — every listed SKU must appear, otherwise no bonus.

Award	How many times the quantity is earned: Once per receipt — a single bonus, no matter how much was bought. Per matching SKU — multiplied by how many different listed SKUs appear. Per matching unit — multiplied by the total quantity of listed SKUs.
Reward	Chance(s), Point(s) or a Voucher Series. Must be a reward already ticked for this challenge; for a voucher, the same series must be selected above.
Qty	How much is granted each time the rule is earned. Required, must be 1 or more.
Max / Receipt	Optional ceiling for this rule on a single receipt. Leave blank for no cap. Recommended whenever <i>Per matching unit</i> is used.

3. Setting up a contest — worked example

Mechanic: minimum spend RM40 earns 1 spin; a receipt containing the promoted product range earns 1 more.

1. Open **Settings** → **Gamification** and scroll to the **Upload Receipt** card.
2. Confirm the base reward is already configured: **Chance(s)** ticked with quantity **1**, and the RM40 minimum spend set where the campaign's receipt validity is defined. The bonus does not replace or re-check the RM40 gate.
3. Under **Bonus Reward by SKU**, click + to add a row.
4. In **Product(s)**, search for and select every SKU in the promoted range.
5. Set **Match** to *Any of* — one item from the range is enough.
6. Set **Award** to *Once per receipt* — a bigger basket still earns one extra spin.
7. Set **Reward** to *Chance(s)* and **Qty** to **1**.
8. Leave **Max / Receipt** blank — “once per receipt” is already its own ceiling.
9. Save the settings page, then reload it and confirm the row comes back with the product names shown.

4. How the counting works

Take a rule listing three SKUs — A, B and C — with quantity 1. A receipt containing 3 × A and 1 × B pays out as follows:

MATCH	AWARD	BONUS GRANTED	WHY
Any of	Once per receipt	1	At least one listed SKU is present.
Any of	Per matching SKU	2	Two different listed SKUs (A and B); quantity ignored.
Any of	Per matching unit	4	3 units of A plus 1 unit of B.
All of	Once per receipt	0	SKU C is missing, so the rule does not fire.

5. Things worth knowing before a campaign goes live

- **Not retroactive.** Rules are read when a receipt is approved. Receipts approved before the rule was saved are unaffected; pending ones will pick it up.
- **The SKU has to be recognised on the receipt.** The bonus counts products matched to the receipt — by OCR, or added by the approver during approval. A product the system never matched cannot trigger a bonus.
- **Daily limits still apply.** Where *Daily Reward Award Limit (Per User)* is set, the bonus counts toward it. A limit of 1 with a base reward of 1 leaves no room for a bonus.
- **Several rules are allowed.** Add one row per range or reward — for example one range → +1 chance, and another range → 1 voucher. Every matching rule pays out.
- **Incomplete rows are discarded.** A row without products, without a quantity, or a voucher row without a series is dropped on save rather than stored as a rule that never fires.
- **Removing rows removes the bonus.** Delete every row and save to end the mechanic; the base receipt reward is untouched.

Part 2 — For QA

Test setup · scenarios and expected results · where to verify

6. Test setup

1. Pick a test business account with the **Upload Receipt** challenge active and a base reward of **1 Chance**.
2. Note at least three products (SKUs) that OCR reliably matches on your test receipts — call them A, B and C.
3. Have an approver account able to open the receipt approval queue and edit the matched products on a receipt.
4. Record the user's chance balance before each run; every expected result below is *base reward* + *bonus*.

7. Test cases

ID	SCENARIO	SETUP & STEPS	EXPECTED
TC-01	Flat bonus	Rule: [A, B], Any of, Once per receipt, Chance, qty 1. Upload a receipt over the minimum spend with 3 × A and 1 × B; approve it.	User receives 2 chances (1 base + 1 bonus).
TC-02	No listed SKU	Same rule. Approve a valid receipt containing only unlisted products.	1 chance . No bonus.
TC-03	Per matching SKU	Change Award to <i>Per matching SKU</i> . Approve a receipt with 3 × A and 1 × B.	3 chances (1 base + 2 bonus).
TC-04	Per matching unit	Change Award to <i>Per matching unit</i> . Approve the same receipt.	5 chances (1 base + 4 bonus).
TC-05	Match all — partial	Rule: [A, B, C], All of, Once per receipt. Approve a receipt with A and B only.	1 chance . Bonus does not fire.
TC-06	Match all — complete	Same rule. Approve a receipt with A, B and C.	2 chances .

TC-07	Cap	Rule: [A], Any of, Per matching unit, qty 1, Max / Receipt = 3. Approve a receipt with 10 × A.	4 chances (1 base + 3 bonus, capped).
TC-08	Reward type not enabled	With only Chance(s) ticked on the challenge, add a bonus row with Reward = <i>Point(s)</i> and save.	Save is blocked with a red message telling you to tick that reward above first. Nothing is stored.
TC-09	Points bonus	Tick Point(s) on the challenge as well, then set the bonus row to Point(s), qty 50. Approve a receipt containing A.	Base chance is granted as usual, plus 50 points ; the chance total is unchanged by the points rule.
TC-10	Voucher bonus	Select a voucher series as a receipt reward, then add a bonus row with Reward = Voucher and the same series. Approve a receipt containing A.	The extra voucher is issued from that series. Selecting a different series in the row is rejected on save.
TC-11	Two rules at once	Rule 1: [A] → +1 chance. Rule 2: [B] → +2 chances. Approve a receipt with both A and B.	4 chances (1 base + 1 + 2).
TC-12	Approver adds the SKU	Upload a receipt where OCR misses product A. In the approval screen, add A to the matched products, then approve.	The bonus is granted — matched products are read at approval time.
TC-13	Reject then re-approve	Approve a qualifying receipt, reject it, then approve it again.	No double issue. The final balance equals a single approval; the rejected transaction is reversed, not stacked.
TC-14	Daily limit	Set <i>Daily Reward Award Limit (Per User)</i> to 1 (Stacking). Approve a qualifying receipt.	The user gets at most 1 chance for the day — the bonus counts toward the limit rather than bypassing it.
TC-15	Below minimum spend	Approve a receipt containing A but below the campaign's minimum spend.	Receipt validity behaves exactly as before this feature; the bonus never overrides the spend gate.

TC-16	Persistence	Save two rules, reload the settings page.	Both rows return in order with product names (not raw IDs), and every dropdown, quantity and cap holds its saved value.
TC-17	Incomplete row	Add a row with no products, or with products but no quantity, and save.	Save is blocked with a message naming the row. Fixing or deleting the row lets the save through.
TC-18	Removing the mechanic	Delete all bonus rows and save, then approve a receipt containing A.	1 chance only. Base rewards, stacking and tiering are unaffected.
TC-19	Regression — no rules	On a challenge that has never had a bonus rule, approve receipts with and without stacking or tiering configured.	Rewards match pre-release behaviour exactly.

8. Where to verify

WHAT	WHERE
The saved rules	<code>daily_challenges.reward_details</code> for the <code>upload_receipt</code> row — a <code>bonus</code> array holding <code>product_ids</code> , <code>match</code> , <code>count_mode</code> , <code>type</code> , <code>qty</code> , <code>max_per_receipt</code> . The same array is mirrored onto each entry under <code>additional</code> ; that is expected.
Chances issued	<code>chance_distribution_transactions</code> — filter by the user and <code>issue_type = 'upload_receipt'</code> . <code>issue_chance</code> is the <i>total</i> for that receipt (base + bonus), not two separate rows.
Points issued	<code>point_transactions</code> for the same user and challenge.
SKUs read from the receipt	<code>receipt_entry_product_relations</code> for the receipt — <code>product_id</code> and <code>sku_unit_qty</code> are exactly what the counting uses.

Reading a total, not a line item

Base reward and bonus are provisioned together as one amount, so do not expect a separate “bonus” transaction row. Verify the arithmetic against the totals above.

9. Out of scope for this release

- Bonus rules on challenges other than Upload Receipt.
- Bonus rewards of a type the challenge does not already give (blocked by design, and by the form).
- Retroactive application to receipts approved before a rule was saved.
- Any change to receipt validity, minimum spend or OCR matching rules.