mepps-md TOR

Release 1.0.0

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Sep 28, 2018

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1.1 Auction module

This documentation contains information on the auctions module for the landLease procedure.

1.2 Auction Start

Upon completion of the proposal submission period on the page of the auction module appears:

- auctionID
- description
- value.amount

The auction page page displays a timer that shows the number of minutes before the bidding starts. The auction itself will be shifted between 10:00 and 10:30. The exact start time of the auction is determined by the publication of the procedure. At the beginning of the procedure, on the auction module page displayed message "Sounds Gong" , accompanied by an audible signal. After that the auction starts.

1.3 Round duration

After Gong sounds starts the first round of auction. Price of first round equivalent to sum (value.amount'+'minimalStep.amount).

At the top of the page is a timer that reports the time before the end of the current round.

The maximum duration of each round is equal to three minutes. Herewith, the duration of each round is indefinite and depends on the actions of the participants described in the conditions.

Upon completing of the round there is a 15 second pause, after which the next round begins.

The following system actions are similar to those described above.

Important: The duration of the round that takes about ~ 17: 00 is different from the standard one and may take less than 3 minutes (a situation where the round "breaks" without waiting for the conditions or passed 3 minutes).

1.4 Authorization of the participant

The only difference from the existing processes is the appearance in the disclaimer such phrases as:

> *Accepting the terms of the auction, you accept and agree with the starting price of the item being sold.*

The same phrase will be contained in the disclaimer for the rest of the existing auction types. The rest of the process remains unchanged.

1.5 Submit an offer by a participant

After the participant has been logged in, he gets to the auction module page, where displayed the buttons that are performance actions: increasing the current price and agreed with the current price.

Clicking on the corresponding button, results in different behavior of the auctions module.

The auction has a limit on the number of requests from the user transferred - 1 request / second.

1.5.1 Variations of button presses (clicks)

The participant clicked on the button *to Rise*

If a participant presses the button "to rise", on the auction module page will appear a block with possible options of bid. Each proposed option on the list is greater than the price of the current round + minimalStep.amount, and multiple (aliquot) minimalStep.amount

When the amount is entered, the system accepts the transmitted value, whereafter the current round is completed. Ending the round stops the timer.

The price of the next round is higher than the participant's bid for minimalStep.amount.

The participant clicked on the button *to accept*

In order for an auction to pass to the next round, it is necessary and sufficient for one participant to click on the "agree" button. With these actions, the current round is completed.

Ending the round stops the timer from the top.

The price of the next round is calculated automatically and is equal to the price of the previous round + minimalStep.amount.

1.6 Results announcement

During the results announcement, take place the opening of the names of the participants (keeping the serial number of the participant), which submitted offers during the auction, and the definition of the winner of the bidding.

1.7 Auction Completion

If within 3 min no bid was made, the auction ends and goes to the Announcement results section.

Also, become due 17:00, the auction ends.

At the moment when the last round of the auction ends, the gong is heard, and displayed message "Sounds Gong". After that, the auction ends and goes to the next stage.

1.8 Scenarios for possible event development

Scenario I: "Increase" has been pushed within the 1st stage

	Biddrer X	Bidder Y	Winner
Stage I	Increase	•	X
Stage II	•	•	

	Biddrer X	Bidder Y	Winner
Stage I	Increase	•	Y
Stage II	•	Agree	
Stage III	•	•	

	Biddrer X	Bidder Y	Winner
Stage I	Increase	•	X
Stage II	Agree	•	
Stage III	•	•	

Scenario II: "Agree" has been pushed within the 1st stage

	Biddrer X	Bidder Y	Winner
Stage I	Agree	•	X
Stage II	•	•	

	Biddrer X	Bidder Y	Winner
Stage I	•	Agree	X
Stage II	Agree	•	
Stage III	•	•	

	Biddrer X	Bidder Y	Winner
Stage I	Agree	•	X
Stage II	Agree	•	
Stage III	•	•	