BACKGROUND

[0006] Consumer transactions typically require a customer to select a product from a store shelf or website, and then to check the out at a checkout counter or webpage. Product information is selected from a webpage catalog or entered into a point-of-sale terminal, or the information is entered automatically by scanning an item barcode with an integrated barcode scanner at the point-of-sale terminal. The customer is usually provided with a number of payment options, such as cash, check, credit card or debit card. Once payment is made and approved, the point-of-sale terminal memorializes the transaction in the merchant's computer system, and a receipt is generated indicating the satisfactory consummation of the transaction.

SUMMARY

[0006a] According to a first aspect of the present invention, there is provided a store injection shopping processor-implemented method, comprising: obtaining a global positioning system-based location for a user device; identifying a proximal merchant within a predetermined distance from the global positioning system-based location for the user device; querying a store injection database for product inventory and floor plan data for the identified proximal merchant; generating a machine-readable application module providing a visual depiction of the floor plan data and the product inventory for the identified proximal merchant; and providing the module for the user device.

[0006b] According to a second aspect of the present invention, there is provided a store injection shopping system, comprising: a processor; and a memory disposed in communication with the processor and storing processor-executable instructions to: obtain a global positioning system-based location for a user device; identify a proximal merchant within a predetermined distance from the global positioning system-based location for the user device; query a store injection database for product inventory and floor plan data for the identified proximal merchant; generate a machine-readable application module providing a visual depiction of the floor plan data and the product inventory for the identified proximal merchant; and provide the module for the user device.

[0006c] According to a third aspect of the present invention, there is provided a processor-readable tangible medium storing processor-executable store injection shopping instructions to: obtain a global positioning system-based location for a user device; identify a proximal merchant within a predetermined distance from the global positioning system-based location for the user device; query a store injection database for product inventory and floor plan data for the identified proximal merchant; generate a machine-readable application module providing a visual depiction of the floor plan data and the product inventory for the identified proximal merchant; and provide the module for the user device.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007] The accompanying appendices and/or drawings illustrate various non-limiting, example, inventive aspects in accordance with the present disclosure:

[0008] FIGURE 1 shows a block diagram illustrating example aspects of virtual mobile wallet purchasing in some embodiments of the UEP;

[0009] FIGURES 2A-B show user interface diagrams illustrating example aspects of a shopping mode of a virtual wallet application in some embodiments of the UEP;

[0010] FIGURES 3A-C show user interface diagrams illustrating example aspects of a discovery shopping mode of a virtual wallet application in some embodiments of the UEP;

CLAIMS

What is claimed is:

1. A store injection shopping processor-implemented method, comprising:

obtaining a global positioning system-based location for a user device;

identifying a proximal merchant within a predetermined distance from the global positioning system-based location for the user device;

querying a store injection database for product inventory and floor plan data for the identified proximal merchant;

generating a machine-readable application module providing a visual depiction of the floor plan data and the product inventory for the identified proximal merchant; and

providing the module for the user device.

2. The method of claim 1, wherein the user device is a mobile device.

3. The method of claim 1, wherein locations of user's prior purchases are provided for the user.

4. The method of claim 3, wherein locations of user's current purchases are provided for the user.

5. The method of claim 1, wherein a three-dimensional aisle view is provided on the user device of an aisle within a virtual storefront of the identified proximal merchant.

6. The method of claim 5, wherein the user through the user device points view direction associated with the virtual storefront.

7. The method of claim 5, wherein the user through the user device points view direction at an object associated with the virtual storefront.

8. The method of claim 5, wherein the user through the user device points view direction at an object to obtain virtual tools to obtain items from off a virtual shelf and place them in a user's virtual cart.

9. A store injection shopping system, comprising:

a processor; and

a memory disposed in communication with the processor and storing processor-executable instructions to:

obtain a global positioning system-based location for a user device;

identify a proximal merchant within a predetermined distance from the global positioning system-based location for the user device;

query a store injection database for product inventory and floor plan data for the identified proximal merchant;

generate a machine-readable application module providing a visual depiction of the floor plan data and the product inventory for the identified proximal merchant; and

provide the module for the user device.

10. The system of claim 9, wherein the user device is a mobile device.

11. The system of claim 9, wherein locations of user's prior purchases are provided for the user.

12. The system of claim 11, wherein locations of user's current purchases are provided for the user.

13. The system of claim 9, wherein a three-dimensional aisle view is provided on the user device of an aisle within a virtual storefront of the identified proximal merchant.

14. The system of claim 13, wherein the user through the user device points view direction associated with the virtual storefront.

15. The system of claim 13, wherein the user through the user device points view direction at an object associated with the virtual storefront.

16. The system of claim 13, wherein the user through the user device points view direction at an object to obtain virtual tools to obtain items from off a virtual shelf and place them in a user's virtual cart.

17. A processor-readable tangible medium storing processor-executable store injection shopping instructions to:

obtain a global positioning system-based location for a user device;

identify a proximal merchant within a predetermined distance from the global positioning system-based location for the user device;

query a store injection database for product inventory and floor plan data for the identified proximal merchant;

generate a machine-readable application module providing a visual depiction of the floor plan data and the product inventory for the identified proximal merchant; and

provide the module for the user device.

18. The medium of claim 17, wherein the user device is a mobile device.

19. The medium of claim 17, wherein locations of user's prior purchases are provided for the user.

20. The medium of claim 19, wherein locations of user's current purchases are provided for the user.

21. The medium of claim 17, wherein a three-dimensional aisle view is provided on the user device of an aisle within a virtual storefront of the identified proximal merchant.

22. The medium of claim 21, wherein the user through the user device points view direction associated with the virtual storefront.

23. The medium of claim 21, wherein the user through the user device points view direction at an object associated with the virtual storefront.

24. The medium of claim 21, wherein the user through the user device points view direction at an object to obtain virtual tools to obtain items from off a virtual shelf and place them in a user's virtual cart.