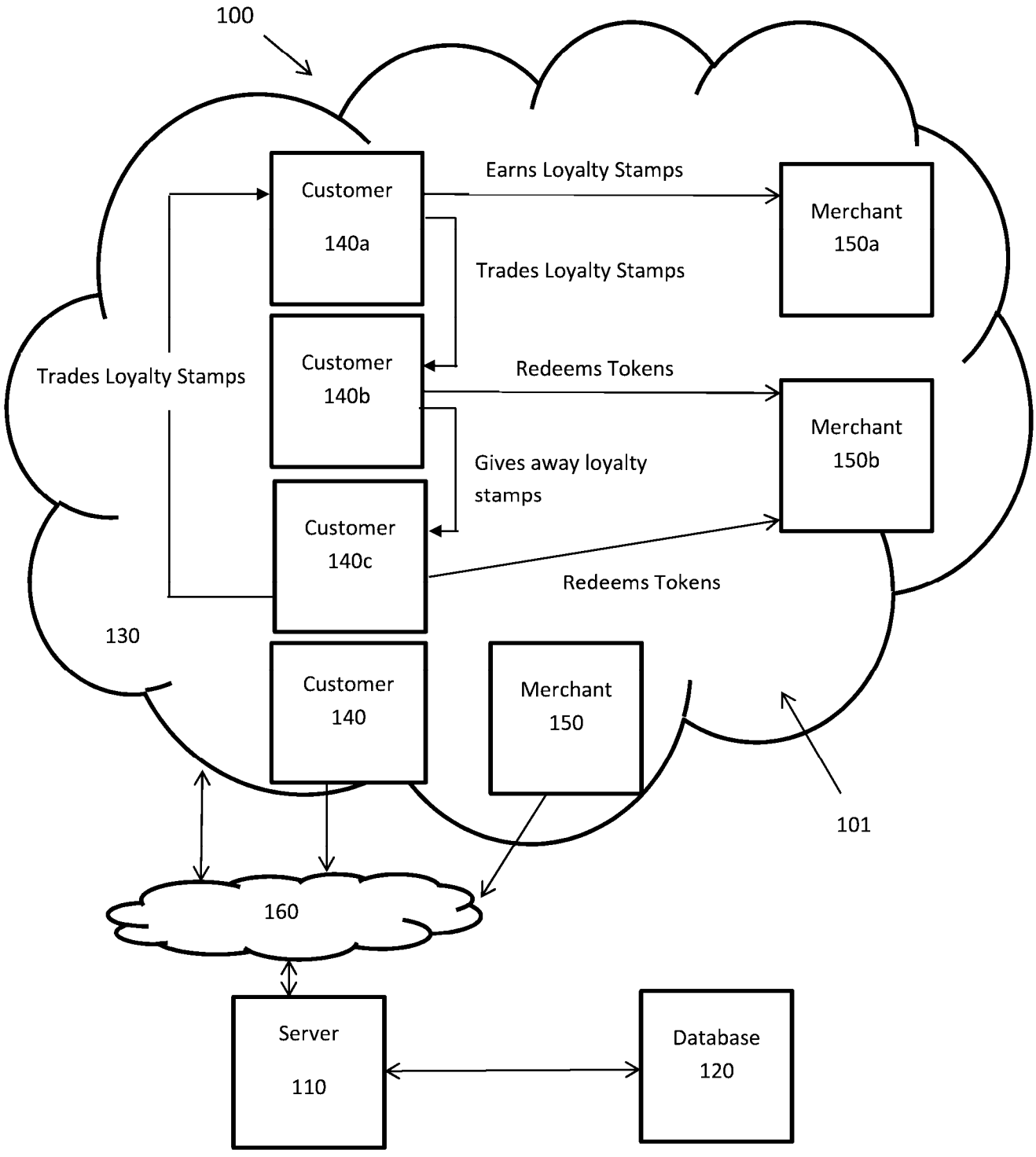

100
Customer
140a
Earns Loyalty Stamps
Merchant
150a
Trades Loyalty Stamps
Customer
140b
Redeems Tokens
Merchant
150b
Trades Loyalty Stamps
Gives away loyalty
stamps
Customer
140c
Redeems Tokens
130
Customer
140
Merchant
150
101
160
Server
110
Database
120

FIG. 1

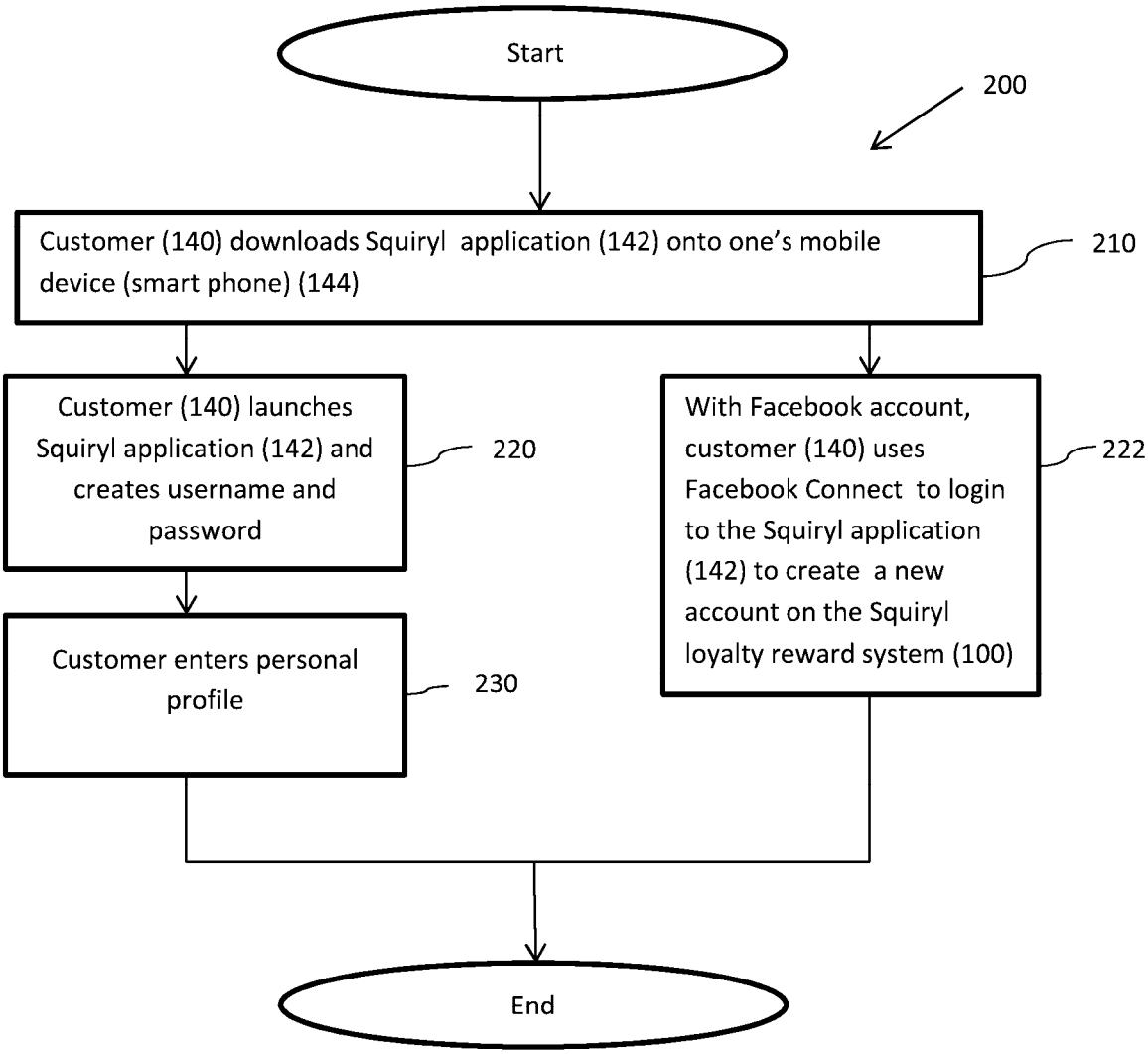

Start
200
Customer (140) downloads Squiryl application (142) onto one's mobile device (smart phone) (144)
210
Customer (140) launches Squiryl application (142) and creates username and password
220
With Facebook account, customer (140) uses Facebook Connect to login to the Squiryl application (142) to create a new account on the Squiryl loyalty reward system (100)
222
Customer enters personal profile
230
End

FIG. 2

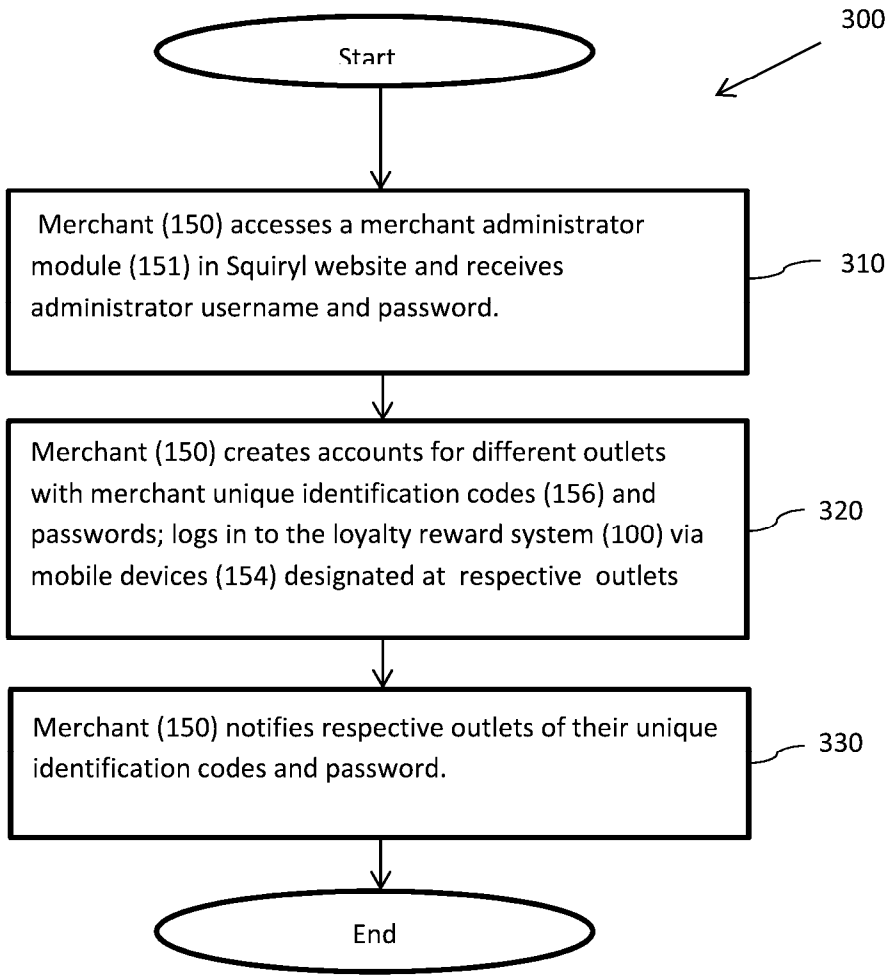

300
Start
Merchant (150) accesses a merchant administrator module (151) in Squiryl website and receives administrator username and password.
310
Merchant (150) creates accounts for different outlets with merchant unique identification codes (156) and passwords; logs in to the loyalty reward system (100) via mobile devices (154) designated at respective outlets
320
Merchant (150) notifies respective outlets of their unique identification codes and password.
330
End

FIG. 3

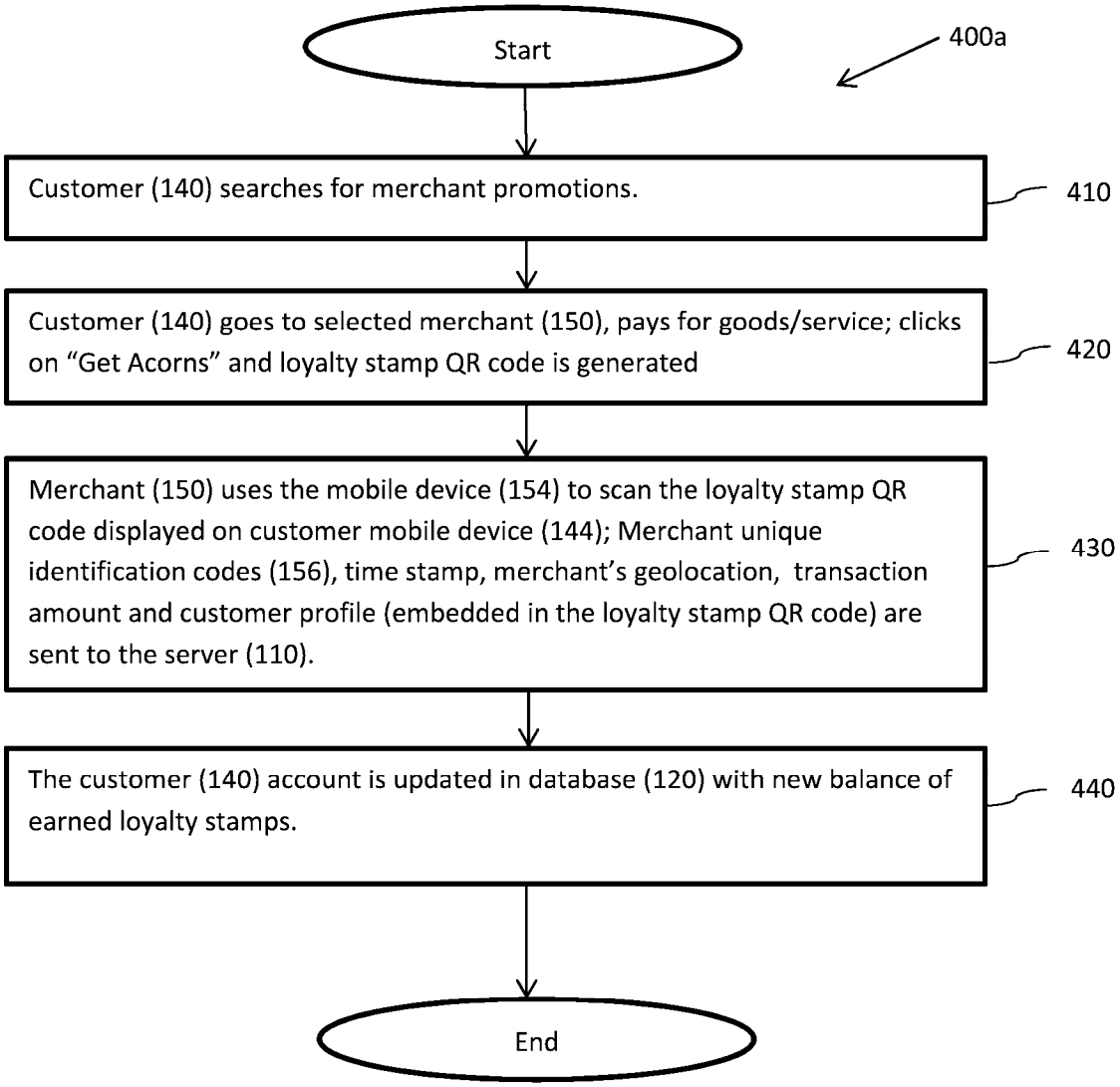

Start
400a
Customer (140) searches for merchant promotions.
410
Customer (140) goes to selected merchant (150), pays for goods/service; clicks on "Get Acorns" and loyalty stamp QR code is generated
420
Merchant (150) uses the mobile device (154) to scan the loyalty stamp QR code displayed on customer mobile device (144); Merchant unique identification codes (156), time stamp, merchant's geolocation, transaction amount and customer profile (embedded in the loyalty stamp QR code) are sent to the server (110).
430
The customer (140) account is updated in database (120) with new balance of earned loyalty stamps.
440
End

FIG. 4A

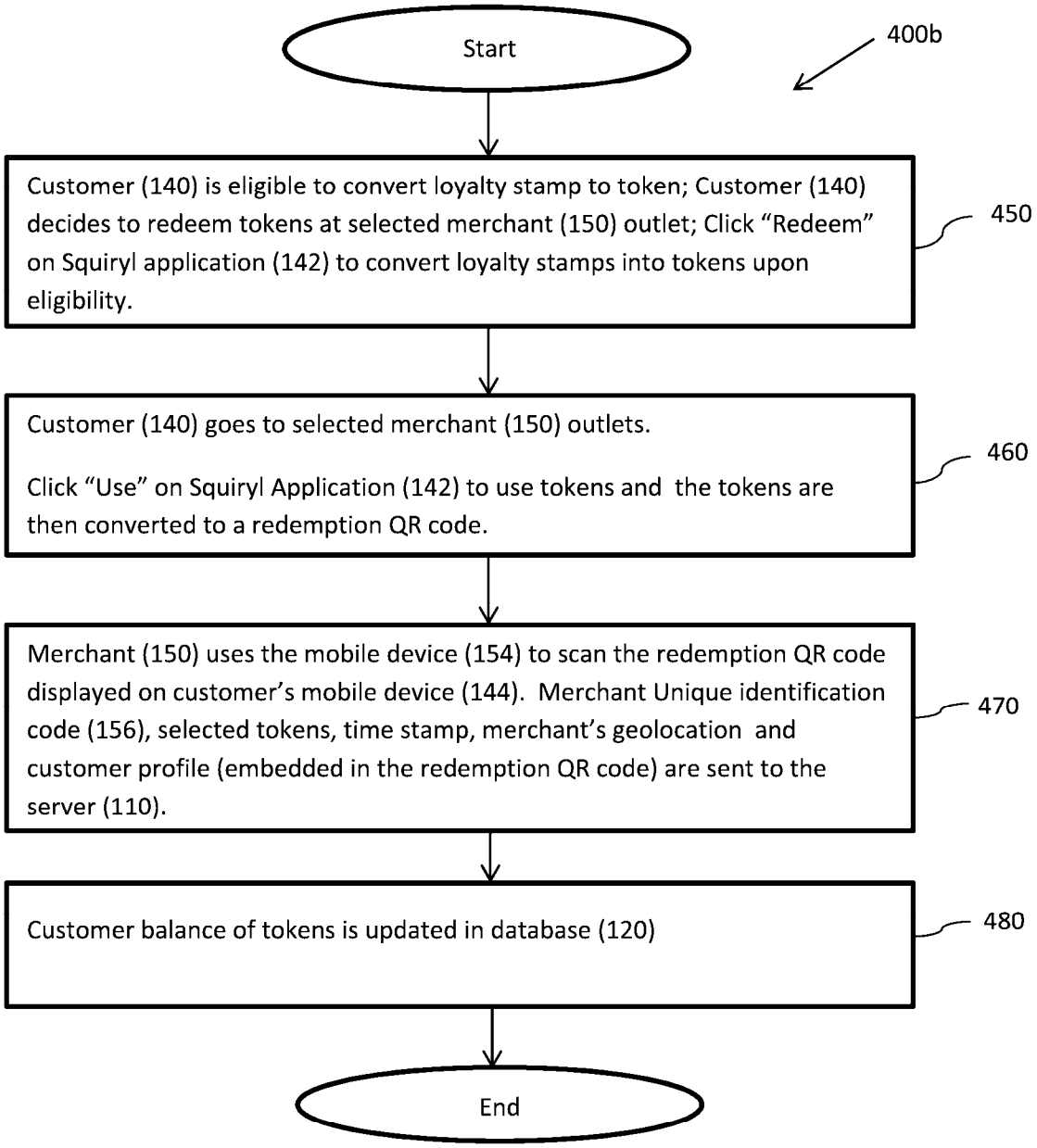

Start
400b
Customer (140) is eligible to convert loyalty stamp to token; Customer (140) decides to redeem tokens at selected merchant (150) outlet; Click "Redeem" on Squiryl application (142) to convert loyalty stamps into tokens upon eligibility.
450
Customer (140) goes to selected merchant (150) outlets.
Click "Use" on Squiryl Application (142) to use tokens and the tokens are then converted to a redemption QR code.
460
Merchant (150) uses the mobile device (154) to scan the redemption QR code displayed on customer's mobile device (144). Merchant Unique identification code (156), selected tokens, time stamp, merchant's geolocation and customer profile (embedded in the redemption QR code) are sent to the server (110).
470
Customer balance of tokens is updated in database (120)
480
End

FIG. 4B

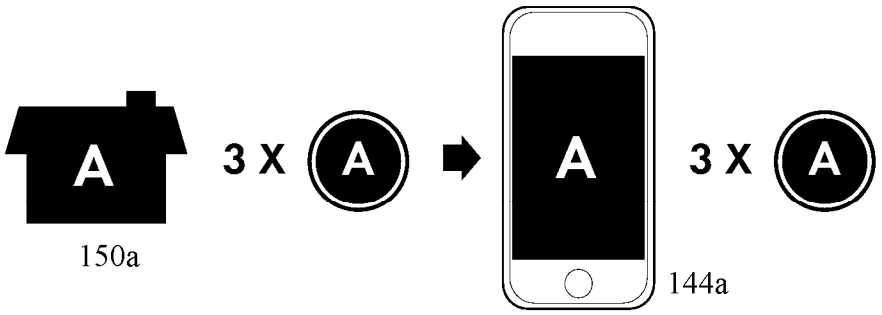


FIG. 5A

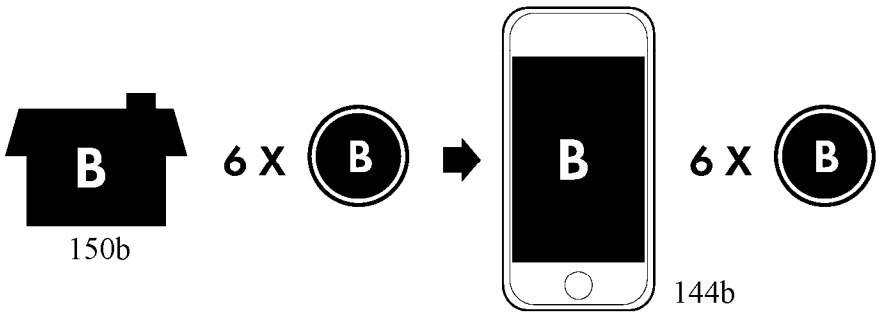


FIG. 5B

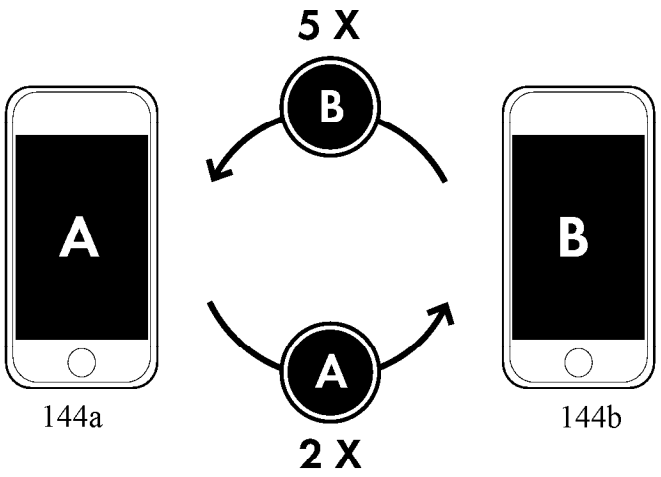


FIG. 5C



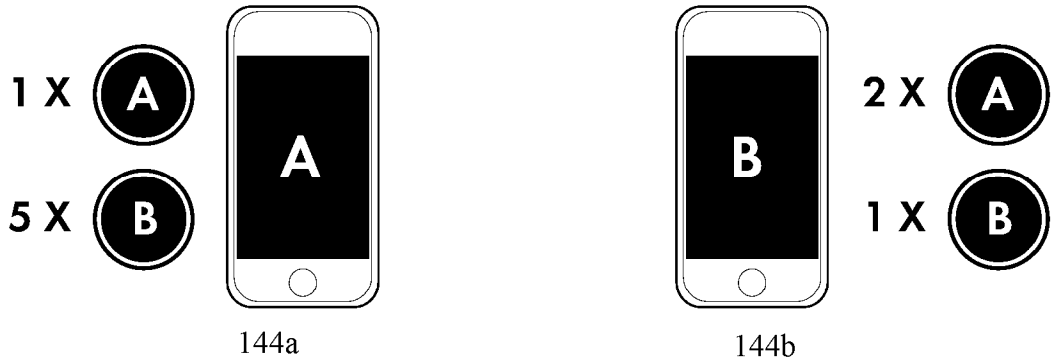


FIG. 5D