

# Integration Requirements Document

**Project:** Mobile Payment Application

**Date:** [YYYY-MM-DD]

## 1. Overview

This document outlines the integration requirements for connecting the Mobile Payment App with external systems such as payment gateways, banking APIs, user authentication, and notification services.

## 2. Stakeholders

- Project Manager
- Mobile App Developers
- Backend Developers
- Third-party API Providers
- Quality Assurance Team

## 3. Integration Scope

- Payment Gateway Integration (e.g., Stripe, PayPal)
- Bank API Integration
- User Authentication Service
- Push Notification Service

## 4. Functional Requirements

1. Process in-app payments using selected payment gateways.
2. Fetch and display user bank account balances.
3. Authenticate users via OAuth 2.0.
4. Receive and send real-time notifications to user devices.

## 5. Technical Requirements

Requirement	Description
API Protocols	RESTful APIs using HTTPS
Authentication	OAuth 2.0 / API Keys as required by external systems
Request Format	JSON
Response Format	JSON
Error Handling	Standardized error codes and messages
Rate Limiting	Handle API rate limits as specified by providers

## 6. Data Mapping

Field	App	External API
User Identifier	user_id	external_user_id
Payment Amount	amount	payment_amount
Transaction Status	status	txn_status

## 7. Security Requirements

- All data transmissions must use TLS 1.2 or higher.
- Sensitive data (e.g., payment info) should be encrypted at rest and in transit.
- API credentials must not be stored in the client application.

## 8. Testing & Validation

- Perform integration testing with sandbox/test environments for all vendors.
- Validate response data structure and error handling.
- Verify security compliance using penetration testing tools.

## 9. Change Management

- All changes to API integration must be reviewed and approved by the project lead.
- Versioning must be implemented for backward compatibility.

## 10. Appendix

- API Documentation Links
- Sample API Requests/Responses
- Contact Information