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# BETTER

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WHEN YOU BRING YOUR FRIENDS

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## INVITE-A-FRIEND MODULE



## INVITE-A-FRIEND

V1.0

## 1. WELCOME

The **Invite-A-Friend** Siberian CMS module will allow you grow your App user base through the power of viral marketing. In conjunction with the **Progressive Loyalty** module you can reward your users by giving them points for sharing the App. This module uses the default sharing mechanism of iOS and Android to invite friends.

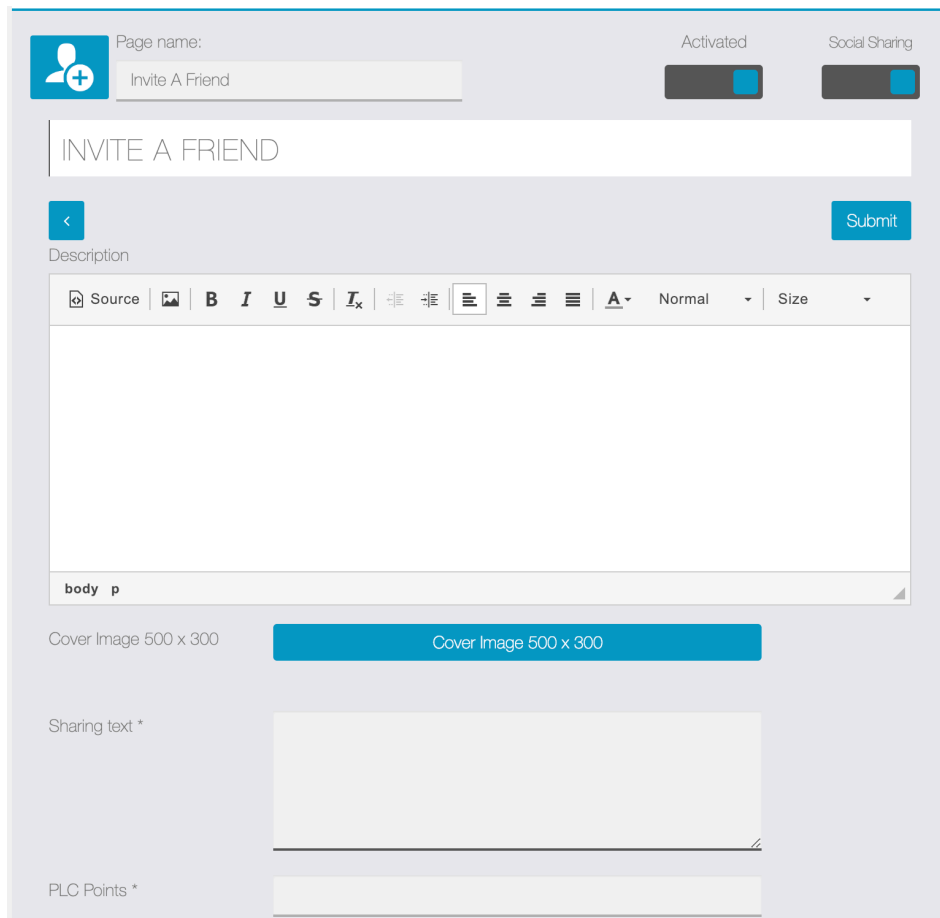
## 2. SETUP

Once you've installed the zip file through the Siberian CMS back-office, the setup of the **Invite-A-Friend** Module requires little configuration. Please follow the steps below in order to properly configure your module.

### A. DESCRIPTION

The first step is to add the text that describes what you want the users to do and what is their reward. Next you'll need to add background image (figure 2.A.1). Under sharing text you should enter the text that will appear when the users share the App using the default iOS or Android mechanism. Lastly, define the amount of points you want to give them for sharing the App.

Figure 2.A.1 – Invite-a-friend configuration

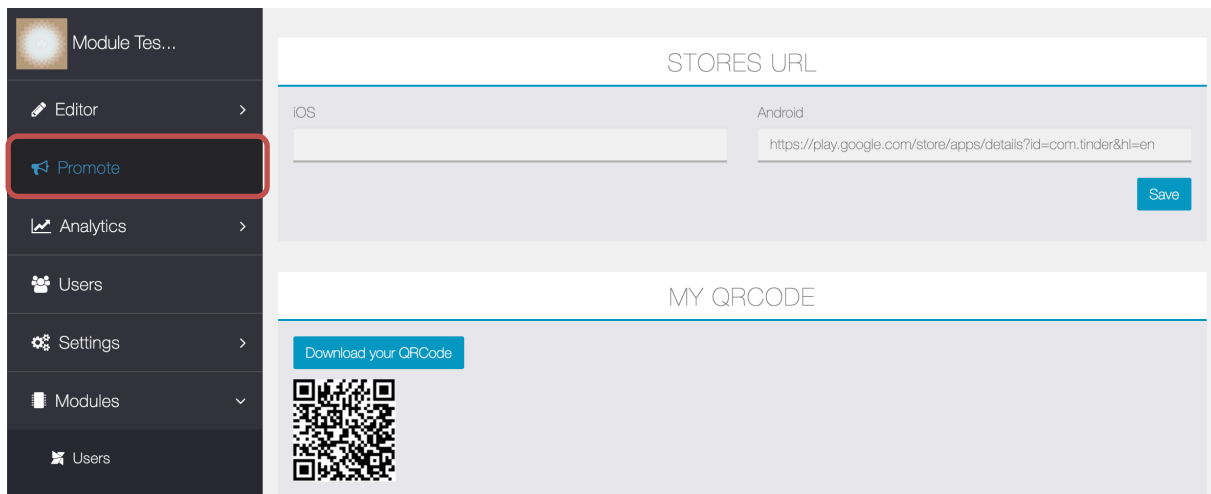


The screenshot shows the configuration interface for the 'Invite A Friend' module. At the top, there is a 'Page name' field with the value 'Invite A Friend', and two toggle switches for 'Activated' and 'Social Sharing', both of which are turned on. Below this is a large text area for the main description, currently containing the text 'INVITE A FRIEND'. To the left of this area is a back arrow, and to the right is a 'Submit' button. Below the description area is a rich text editor toolbar with options for Source, Image, Bold, Italic, Underline, Strikethrough, Bulleted List, Numbered List, Indent, Outdent, Text Color, and Font Size. The main text area below the toolbar is empty. Below the text area is a 'Cover Image 500 x 300' field with a placeholder image. Below the cover image is a 'Sharing text \*' field with a text area. At the bottom is a 'PLC Points \*' field with a text area.

## B. STORE URLs

The URLs for the Apple and Google Play stores are not added on this module. It uses the information already present on your App. This information can be added either via the editor on the Promote menu (figure 2.B.1) or through the backoffice by editing your Apps details (figure 2.B.2 – you can reach it via the Backoffice > Manage > Applications).

Figure 2.B.1 – Editor Promote page



The screenshot shows the 'Editor Promote' page. On the left is a dark sidebar with a menu: 'Module Tes...', 'Editor', 'Promote' (highlighted with a red box), 'Analytics', 'Users', 'Settings', 'Modules', and 'Users'. The main content area has two sections. The top section, 'STORES URL', has two input fields: 'iOS' and 'Android'. The 'Android' field contains the URL 'https://play.google.com/store/apps/details?id=com.tinder&hl=en'. A 'Save' button is at the bottom right of this section. The bottom section, 'MY QR CODE', has a 'Download your QR Code' button and a QR code.

Figure 2.B.2 – Backoffice Application information page

### Device Information

iOS	Android
<b>Status</b> <input type="text" value="Waiting"/>	<b>Status</b> <input type="text" value="Waiting"/>
<b>Version</b> <input type="text" value="1.0"/>	<b>Version</b> <input type="text" value="1.0"/>
<b>Store URL</b> <input type="text"/>	<b>Store URL</b> <input type="text"/>

### 3. HOW DOES IT WORK?

In order to test that everything is working appropriately, you'll need two mobile phones. It will not be possible to test this on the editor or webapp since it uses the native iOS and Android sharing mechanism. On one mobile phone you'll press the share button. This will open the sharing mechanism and you can share the App with another mobile phone. On that sharing message you'll get the invitation code that is generated automatically. That is the code that you should enter on the second mobile phone. When you enter the code and press save, the points will be credited to the **Progressive Loyalty Card** module.

