

eMS User Guide: Contract & Store Modules

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OVERVIEW

The **Contract and Store Modules** in the eFed Management Suite (eMS) provide a dynamic in-character economy system. Characters can sign contracts, earn payouts, receive fines, spend money in the in-universe store, and redeem items that influence roleplay or storylines.

MODULE INDEX

Contract System

- `contract_approval.php` – Admin sends contract offers
- `review_contract.php` – Character reviews and signs contracts
- `character_wallet_totals.php` – Admin view of all character balances
- `character_transactions_all.php` – Admin transaction log viewer
- Dashboard Widget – Displays pending contract (character view)

Store System

- `store_items.php` – Admin manager for store items
 - `store.php` – Character storefront
 - `purchase_store_item.php` – Backend handler for purchases
 - `redeem_store_item.php` – Logic for redeeming store items
 - Character Inventory Viewer – List of owned items
 - Vanity Items Box – Shows owned items on profile
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CONTRACT SYSTEM

1. `contract_approval.php` (Admin Offer Sender)

Use: Admin sends new contract offers.

Steps:

- Choose character
- Enter:
 - Promotion name
 - Start and end dates
 - Show guarantee
 - Win bonus
- Submit offer (creates pending contract for character)

 Admins **do not** approve contracts — they only issue offers.

◆ 2. review_contract.php (Character Side)

Use: Characters review and sign their contract offers.

Features:

- Shows all pending contract offers
 - Button: **Sign Contract** (once per offer)
 - After signing:
 - Contract becomes active
 - Terms are locked
 - Moves to signed contract history list
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◆ 3. character_wallet_totals.php (Admin)

Use: View wallet balances for all active characters.

Features:

- Sorted by balance descending
- Positive balances in **green**
- Excludes alumni characters

◆ 4. character_transactions_all.php (Admin)

Use: View all character wallet activity with filters.

Features:

- Filter by character or transaction type
- Shows:
 - Character
 - Amount
 - Type (payout, fine, purchase, redemption)
 - Date, Reference
- 30 entries per page with pagination
- Export to CSV supported

◆ 5. Dashboard Widget: Pending Contract

Use: Alerts logged-in character if they have an unsigned contract.

Details:

- Shows brief info on offer
- Direct link to [review_contract.php](#)

STORE SYSTEM

◆ 1. store_items.php (Admin Manager)

Use: Manage all store items.

Features:

- Add/edit/delete items
- Quantity controls:
 - Total quantity

- Per-character purchase limit
 - Upload image (fallback if missing)
 - Search & pagination
 - Deletion only allowed if item has **never** been purchased
 - Otherwise, toggle **Active/Inactive** status
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◆ 2. store.php (Frontend Storefront)

Use: Characters browse and buy available items.

Features:

- Name, image, description, price
 - Quantity remaining
 - "Sold Out" or "Limit Reached" shown if applicable
 - Button: **Purchase**
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◆ 3. purchase_store_item.php

Use: Handles store transactions securely.

Validations:

- Character has enough funds
- Quantity is still available
- Character hasn't exceeded per-item purchase limit

Results:

- Deduct wallet amount
 - Add item to character inventory
 - Log transaction
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◆ 4. redeem_store_item.php

Use: Allows characters to redeem a purchased item.

Steps:

- Character clicks **Redeem** on an eligible item
- Item is marked as used
- Action is logged in wallet with a "Redemption" type

Examples of Use:

- Title match opportunity
 - Gimmick match
 - Custom segment reward
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◆ 5. Character Inventory Viewer

Use: Lists all store items owned by a character.

Features:

- Image, name, purchase date
 - Status: Redeemed or Available
 - Button: **Redeem** (if not yet used)
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◆ 6. Vanity Items Box (Character Profile)

Use: Public-facing display of vanity items.

Placement: Below the Quote/Fact/Theme Song section

Features:

- Titled "Owned"
 - Displays up to 6 item images
 - Uses fallback image if no custom image exists
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[Contract Sent by Admin]



[Signed by Character]



[Payouts Earned / Fines Issued]



[Character Wallet Updated]



[Store Purchases Made]



[Inventory Viewer] → [Redemption Logic]

PERMISSIONS OVERVIEW

Module	Access
Contract Sender	Admin Only
Contract Review	All Characters
Wallet Totals	Admin Only
Transaction Viewer	Admin Only
Store Manager	Admin Only
Storefront	All Characters
Inventory Viewer	Character + Admin
Item Redemption	Character (own only)
Vanity Box Display	Public Profile

Let the eMS Contract & Store System immerse your handlers in a meaningful, interactive universe that reflects their value in and out of the ring.