

Services & Middleware

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Services

Drop External Services

“ Source: `src/drop-app/src/lib/services/`

Overview

Drop uses a **PSD2 pass-through model** — it never holds customer money. AISP reads bank balances via Open Banking, PISP initiates payments from the user's own bank account.

Drop integrates with external service providers. Each service has a different readiness level — see status tags below.

“ **Legend:** `[PRODUCTION]` = real SDK, production-ready. `[MOCK/DEV]` = mock only, NOT connected to real APIs. `[PLANNED]` = future roadmap. `[DEPRECATED]` = no longer the chosen provider.

Service mode is controlled by `NEXT_PUBLIC_SERVICE_MODE` env var (default: `mock`).

Source: `services/index.ts:21-30`

```
export const config = {
  mode: (process.env.NEXT_PUBLIC_SERVICE_MODE || "mock") as "mock" | "production",
  endpoints: {
    sumsub: process.env.SUMSUB_API_URL || "https://api.sumsub.com",
  },
};
```

“ **Note on Swan:** Swan was previously listed as the Open Banking provider but has been deprecated. The pass-through PSD2 model will use a different AISP/PISP provider (TBD).

Note on Stripe: Card issuing is a future feature gated behind feature flags. No Stripe SDK is integrated — only a mock file exists.

Note on Vipps/Nets: Sometimes mentioned in business discussions but have ZERO code in the codebase.

Swan — Open Banking / PSD2 Provider [DEPRECATED]

“ ⚠️ DEPRECATED: Swan is no longer the planned Open Banking provider. Mock code remains but will be removed.

File: `services/mock-swan.ts` **Production docs:** <https://docs.swan.io/> **Status:** DEPRECATED mock — no production integration, no contract, no API keys.

Interfaces

Interface	Description
<code>SwanAccount</code>	Bank account with IBAN, BIC, balance, status
<code>SwanTransaction</code>	SEPA credit/debit with status tracking

Functions

Function	Signature	Description
<code>createAccount</code>	<code>(userId) → SwanAccount</code>	Create new bank account with IBAN
<code>getAccount</code>	<code>(accountId) → SwanAccount null</code>	Retrieve account details
<code>getBalance</code>	<code>(accountId) → {available, pending}</code>	Get balance breakdown
<code>initiateTransfer</code>	<code>({fromAccountId, toIban, amount, ...}) → SwanTransaction</code>	Initiate SEPA credit transfer
<code>simulateIncoming</code>	<code>({toAccountId, amount, fromIban}) → SwanTransaction</code>	Simulate incoming transfer
<code>getTransactions</code>	<code>(accountId, limit?) → SwanTransaction[]</code>	List recent transactions
<code>onWebhook</code>	<code>(callback) → void</code>	Register webhook listener

Mock Behavior

- 200-800ms simulated latency per call
- IBAN generated in `BA` format (Bosnia mock)
- Transfers start as `Pending`, settle to `Booked` after 2 seconds
- State persisted to `localStorage` (browser) or in-memory (server)
- `_testHelpers.reset()` clears all mock data

Account Statuses

`Opened` | `Closing` | `Closed`

Transaction Types

`SepaCredit` | `SepaDebit` | `CardTransaction`

Transaction Statuses

`Pending` | `Booked` | `Rejected`

Stripe — Card Issuing [MOCK/DEV]

“ ⚠️ MOCK ONLY: No Stripe SDK installed. Mock file for UI development only.

File: `services/mock-stripe.ts` **Production docs:** <https://stripe.com/docs/issuing> **Status:** Mock implementation only — no real Stripe API calls, no SDK, no API keys.

Interfaces

Interface	Description
<code>StripeCard</code>	Card with type, brand, status, spending limits
<code>StripeCardDetails</code>	Full card number, CVC, expiry (virtual only)
<code>StripeAuthorization</code>	Card authorization with merchant info

Functions

Function	Signature	Description
<code>createVirtualCard</code>	<code>({cardholderName, spendingLimit?}) → StripeCard</code>	Issue virtual Visa card
<code>orderPhysicalCard</code>	<code>({cardholderName, shippingAddress}) → StripeCard</code>	Order physical card
<code>getCardDetails</code>	<code>(cardId) → StripeCardDetails</code>	Get full card details (virtual only)
<code>setCardStatus</code>	<code>(cardId, active) → StripeCard</code>	Freeze/unfreeze card
<code>updateSpendingLimit</code>	<code>(cardId, limit) → StripeCard</code>	Update spending limit
<code>getCards</code>	<code>() → StripeCard[]</code>	List all cards
<code>simulateAuthorization</code>	<code>({cardId, amount, merchant}) → StripeAuthorization</code>	Simulate card purchase
<code>getAuthorizations</code>	<code>(cardId?) → StripeAuthorization[]</code>	List authorizations

Mock Behavior

- Virtual cards created instantly with `active` status, expire in 3 years
- Physical cards start as `pending`, activate after 5 seconds (simulating shipping)
- Default spending limit: 5,000 (virtual), 10,000 (physical)
- Authorization declined if: card not active OR spending limit exceeded
- Brand is always `Visa`
- Mock card numbers: `4242 4242 4242 {last4}`

Card Statuses

`active` | `inactive` | `canceled` | `pending`

Authorization Statuses

`pending` | `approved` | `declined`

Sumsub — KYC/Identity Verification [PRODUCTION]

“ `PRODUCTION-READY`: Sumsub is the only external service with real production API integration.

File: `services/mock-sumsub.ts` **Production docs:** <https://docs.sumsub.com/> **Status:** Production-ready — real API calls, WebSDK integration, webhook handling.

Interfaces

Interface	Description
<code>SumsubApplicant</code>	KYC applicant with review status
<code>SumsubDocument</code>	Identity document (passport, ID card, etc.)
<code>SumsubVerificationResult</code>	Verification outcome with per-check breakdown

Functions

Function	Signature	Description
<code>createApplicant</code>	<code>({externalUserId, email?, phone?}) → SumsubApplicant</code>	Create KYC applicant
<code>getAccessToken</code>	<code>(applicantId) → {token, expiresAt}</code>	Get WebSDK token (30min)
<code>submitDocument</code>	<code>(applicantId, document) → void</code>	Submit ID document
<code>submitSelfie</code>	<code>(applicantId, selfieData) → void</code>	Submit selfie for liveness
<code>getApplicantStatus</code>	<code>(applicantId) → SumsubApplicant</code>	Check applicant status
<code>getVerificationResult</code>	<code>(applicantId) → SumsubVerificationResult</code>	Get verification details
<code>forceApprove</code>	<code>(applicantId) → void</code>	Force approve (testing only)
<code>onWebhook</code>	<code>(callback) → void</code>	Register webhook listener

Mock Behavior

- Verification completes after 3-second delay
- 90% approval rate in mock mode
- Risk score: 15 (approved) or 85 (rejected)
- Rejected with label `DOCUMENT_UNREADABLE`, type `RETRY`

Applicant Statuses

`init` | `pending` | `queued` | `completed` | `onHold`

Review Answers

`GREEN` (approved) | `RED` (rejected) | `RETRY`

Verification Checks

Check	Description
documentAuthenticity	Document is genuine
livenessCheck	Selfie is a real person
facematch	Selfie matches document photo
sanctionsCheck	Not on sanctions lists
pepCheck	Not a politically exposed person

Document Types

PASSPORT | ID_CARD | DRIVERS | RESIDENCE_PERMIT

Service Initialization

Source: `services/index.ts:36-48`

```
// Call on app startup
await initializeServices();

// Reset all mocks (testing)
resetMockServices();
```

Service Status Summary

Service	Status	Description
Sumsb	[PRODUCTION]	Real API integration, WebSDK, webhook handling — READY
Stripe	[MOCK/DEV]	Mock file only for UI development — NO SDK, NO API keys
Swan	[DEPRECATED]	No longer the planned Open Banking provider — mock will be removed
Vipps	[PLANNED]	Future consideration — ZERO code currently

Service	Status	Description
Nets	[PLANNED]	Future consideration — ZERO code currently

Important Notes

1. **Sumsub is the ONLY production-ready service** — all others are mocks or deprecated.
2. **Console warnings** are emitted on module load for mock services to make usage visible.
3. **Mock state** uses `localStorage` in browser, in-memory on server — resets on server restart.
4. **Production API endpoints** are configurable via environment variables.
5. **The current backend API routes do NOT call these service modules directly** — they use the database layer (`db.ts`) for all operations. The services are available for future integration when real providers are connected.

Middleware Design Document

Middleware Design Document

Project: Drop Version: 0.1.0 Date: 2026-02-23 Author: Platform Architect (AI)
Status: In Review Reviewers: Alem Bašić (CEO)

Document History

Version	Date	Author	Changes
0.1	2026-02-23	Platform Architect (AI)	Initial draft from source code analysis

1. Overview

Drop has two middleware layers:

- `src/lib/middleware.ts` — The active middleware used by all API routes. Provides `requireAuth`, `requireMerchant`, `rateLimit`, `getClientIp`, `jsonError`, CSRF protection, and session revocation.
- `src/lib/middleware/` — A modular middleware library with `auth-middleware.ts` (Bearer token for mobile), `error-handler.ts` (AppError class), and `validation.ts` (input sanitization functions).

Both layers are used in production. Routes import from `@/lib/middleware` (auth, rate limiting) and `@/lib/middleware/validation` (input validation).

2. Active Middleware (`lib/middleware.ts`)

2.1 requireAuth(request?)

Source: `middleware.ts:42-80`

Authenticates the current request via cookie-based JWT.

Returns: `{ user: User, error: null } | { user: null, error: NextResponse }`

Steps:

1. **CSRF origin check** — if `Origin` header present, must match allowed origins (`NEXT_PUBLIC_APP_URL`, `http://localhost:3000`, `http://localhost:3001`)
2. **Cookie extraction** — reads `drop_token` from request cookies
3. **JWT verification** — validates HS256 signature and expiry using `jose` library
4. **User lookup** — loads user from `users` table by `userId` from JWT payload
5. **Session revocation check** — verifies at least one non-revoked session exists for this user

Usage:

```
const { user, error } = await requireAuth(request);
if (error) return error; // Returns NextResponse with JSON error
// user is guaranteed non-null here
```

Error responses:

- 401 `unauthorized` — missing cookie, invalid JWT, expired token, user not found, all sessions revoked

2.2 requireMerchant(request?)

Source: `middleware.ts:101-108`

Extends `requireAuth` with a merchant role check.

```
const { user, error } = await requireMerchant(request);
if (error) return error; // 401 if not authenticated, 403 if not merchant
```

Returns 403 `forbidden` if user exists but `role !== 'merchant'`.

Applied to: `GET /api/merchants/dashboard`, `GET /api/merchants/qr`, `GET /api/merchants/transactions`

2.3 rateLimit(ip, limit, windowMs?)

Source: `middleware.ts:7-31`

Persistent IP-based rate limiter using the `rate_limits` database table.

Parameter	Default	Description
<code>ip</code>	—	Client IP address
<code>limit</code>	—	Max requests per window
<code>windowMs</code>	60,000ms	Window size in milliseconds

Returns: `boolean` — `true` if request is allowed, `false` if rate limited.

Implementation:

- Uses `runUpsert` for atomic counter creation/update
- Cleans expired entries on each call (removes rows where `expires_at < now`)
- Counter stored in `rate_limits` table: `(key, count, expires_at)`

Rate limit table schema:

```
CREATE TABLE rate_limits (  
  key TEXT PRIMARY KEY,      -- IP address  
  count INTEGER DEFAULT 1,  
  expires_at INTEGER        -- Unix timestamp (ms)  
);
```

Usage:

```
const ip = getClientIp(request);  
if (!(await rateLimit(ip, 10))) { // 10 req/min  
  return jsonError("rate_limited", "Too many requests", 429);  
}
```

Applied limits:

Endpoint	Limit	Window
<code>/api/auth/bankid/initiate</code>	10/min	60s
<code>/api/auth/bankid/callback</code>	10/min	60s
<code>/api/auth/register</code> (deprecated)	10/min	60s
<code>/api/auth/login</code> (deprecated)	10/min	60s

Endpoint	Limit	Window
<code>/api/transactions/remittance</code>	10/min	60s
<code>/api/transactions/qr-payment</code>	10/min	60s
<code>/api/rates</code>	120/min	60s
<code>/api/rates/[currency]</code>	120/min	60s

2.4 `getClientIp(request)`

Source: `middleware.ts:33–35`

Extracts the client's real IP address from the `x-forwarded-for` header (first IP in the chain — the originating client). Falls back to `'127.0.0.1'` if header not present.

Note: When behind App Runner (AWS managed proxy), `x-forwarded-for` is set automatically with the real client IP.

2.5 `jsonError(error, message, status, details?)`

Source: `middleware.ts:37–39`

Creates a standardized JSON error `NextResponse`.

```
return jsonError("validation_error", "Validation failed", 422, ["Email required"]);
// Response body: { "error": "validation_error", "message": "Validation failed", "details":
["Email required"] }
```

2.6 `revokeAllSessions(userId)`

Source: `middleware.ts:83–85`

Sets `revoked=1` on all sessions for a user. Called by `POST /api/auth/logout`.

```
UPDATE sessions SET revoked = 1 WHERE user_id = $1;
```

2.7 generateCsrfToken() / validateCsrf(request, token)

Source: `middleware.ts:88-99`

CSRF token generation (32 random bytes hex-encoded) and validation via `x-csrf-token` header.

Status: Implemented but not actively required on any route. CSRF protection is handled via:

- BankID OIDC state parameter (login flow)
- Origin header validation (in `requireAuth`)

3. Middleware Library (`lib/middleware/`)

3.1 Error Handler (`middleware/error-handler.ts`)

AppError class:

```
class AppError extends Error {
  constructor(
    public code: string,
    message: string,
    public status: number = 500,
    public details?: unknown
  ) {}
}
```

Predefined error constructors:

Constructor	Code	HTTP Status
<code>Errors.unauthorized(msg?)</code>	<code>UNAUTHORIZED</code>	401
<code>Errors.forbidden(msg?)</code>	<code>FORBIDDEN</code>	403
<code>Errors.notFound(resource)</code>	<code>NOT_FOUND</code>	404
<code>Errors.badRequest(msg, details?)</code>	<code>BAD_REQUEST</code>	400

Constructor	Code	HTTP Status
<code>Errors.conflict(msg)</code>	<code>CONFLICT</code>	409
<code>Errors.tooManyRequests(msg?)</code>	<code>RATE_LIMIT_EXCEEDED</code>	429
<code>Errors.internal(msg?)</code>	<code>INTERNAL_ERROR</code>	500

Error response format:

```
{
  "error": {
    "code": "BAD_REQUEST",
    "message": "Amount must be between 100 and 50000 NOK",
    "details": "validation_error"
  }
}
```

Production masking: `createErrorResponse()` masks internal error messages in production — only returns `"An unexpected error occurred"` for 500 errors.

3.2 Auth Middleware (`middleware/auth-middleware.ts`)

Alternative auth middleware for **mobile clients** using Bearer token pattern.

`requireAuth(request)`:

- Extracts JWT from `Authorization: Bearer <token>` header
- Verifies JWT signature + expiry
- Returns `userId` from payload

In-memory rate limiter (for Bearer token routes):

- `DEFAULT_RATE_LIMIT`: 100 req/min
- `STRICT_RATE_LIMIT`: 10 req/min
- Auto-cleanup every 5 minutes
- Rate limit headers: `X-RateLimit-Limit`, `X-RateLimit-Remaining`, `X-RateLimit-Reset`

`getClientIP(request)`: Checks `X-Forwarded-For` → `X-Real-IP` → falls back to `'unknown'`.

3.3 Validation (`middleware/validation.ts`)

Input validation functions — no external dependencies, all custom implementations.

Function	Description	Rules
<code>validatePhone(phone)</code>	International phone	Starts with <code>+</code> , 8-15 digits
<code>validateAmount(amount)</code>	Positive monetary amount	<code>> 0</code> , max 2 decimal places
<code>validateIBAN(iban)</code>	European IBAN	Country code + alphanumeric, mod-97 checksum
<code>validatePIN(pin)</code>	Card PIN	Exactly 4 digits
<code>validateEmail(email)</code>	Email address	Basic <code>x@y.z</code> pattern
<code>validateCurrency(currency)</code>	ISO 4217 code	Whitelist: EUR, USD, GBP, BAM, CHF, PLN, NOK, RSD, TRY, PKR
<code>validateDateISO(date)</code>	ISO 8601 date	Parseable by <code>Date.parse()</code>
<code>validateName(name)</code>	Name field	1-100 chars, at least one letter, XSS-safe
<code>validateLanguage(lang)</code>	Language code	Whitelist: nb, en, bs, sq
<code>sanitizeText(text, maxLength?)</code>	Text sanitization	Strips HTML tags + control chars, trims, enforces max length (default 500)
<code>validate(condition, msg)</code>	Assert helper	Throws <code>AppError</code> (400) if false
<code>required(value, name)</code>	Required field check	Throws <code>AppError</code> (400) if null/undefined

Security notes:

- `validateName` checks for: `<script`, `javascript:`, `onerror=`, `onclick=` — blocks XSS injection in name fields
- `sanitizeText` removes HTML tags via regex, strips control characters
- `validateIBAN` implements full mod-97 checksum algorithm
- `validateAmount` rejects `NaN`, `Infinity`, negative values

4. Security Headers (Next.js Config)

Applied to all responses via `next.config.ts`:

Header	Production Value	Development Value	Purpose
<code>Content-Security-Policy</code>	<code>default-src 'self'; script-src 'self'; style-src 'self' 'unsafe-inline'; img-src 'self' data: blob;; connect-src 'self'; frame-ancestors 'none'</code>	Adds <code>'unsafe-eval'</code> + <code>'unsafe-inline'</code> for HMR	XSS protection

Header	Production Value	Development Value	Purpose
X-Frame-Options	DENY	DENY	Clickjacking prevention
X-Content-Type-Options	nosniff	nosniff	MIME sniffing prevention
Referrer-Policy	strict-origin-when-cross-origin	Same	Referrer leakage prevention
Permissions-Policy	camera=(self), microphone=(), geolocation=(self)	Same	Feature restriction
Strict-Transport-Security	max-age=63072000; includeSubDomains; preload	Same	Force HTTPS (2-year HSTS)

5. Middleware Usage Matrix

Route	Rate Limit	requireAuth	requireMerchant	Feature Flag	Validation Functions
GET /api/auth/bankid	10/min	No	No	No	—
GET /api/auth/bankid/ callback	10/min	No	No	No	state cookie
GET /api/auth/me	No	Yes	No	No	—
POST /api/auth/logout	No	Yes	No	No	—
POST /api/auth/refresh	No	Yes	No	No	—
GET /api/transactions	No	Yes	No	No	—
POST /api/transactions /remittance	10/min	Yes	No	No	validateAmount
POST /api/transactions /qr-payment	10/min	Yes	No	No	validateAmount
GET /api/rates	120/min	No	No	No	—
POST /api/recipients	No	Yes	No	No	validateName, country whitelist
POST /api/merchants/ register	No	Yes	No	No	validateName, orgNumber
GET /api/merchants/ dashboard	No	Yes	Yes	No	period whitelist

Route	Rate Limit	requireAuth	requireMerchant	Feature Flag	Validation Functions
GET <code>/api/notifications</code>	No	Yes	No	notifications	—
PATCH <code>/api/notifications</code>	No	Yes	No	notifications	ID format, max 100
PATCH <code>/api/settings</code>	No	Yes	No	No	currency/language whitelist
POST <code>/api/cards/[id]/physical</code>	No	Yes	No	physicalCards	address min 10 chars
POST <code>/api/cards/[id]/pin</code>	No	Yes	No	cardPin	validatePIN
GET/PUT <code>/api/cards/[id]/limits</code>	No	Yes	No	spendingLimits	limitType whitelist

6. Error Spike Detection

Implemented in `src/lib/alerts.ts` as a middleware-adjacent concern:

- Every HTTP 5xx response triggers `trackError()` (called in `jsonError()` middleware for 500 errors)
- Rolling 1-minute window of error timestamps maintained in-memory
- When count > 5 in 60 seconds → sends critical Slack alert to `#drop-ops`
- 10-minute cooldown per alert title prevents spam

Limitation: Error counter is in-memory only — resets on application restart. Redis-backed counter planned for v1.0.

Related Documents

- [Backend Architecture](#)
- [API Reference](#)
- [Source: MIDDLEWARE.md](#)

Approval

Role	Name	Date	Signature
Author	Platform Architect (AI)	2026-02-23	
Reviewer			
Approver	Alem Bašić		

Feature Flags

Drop Feature Flags

“ Sources: `src/drop-app/src/lib/feature-flags.ts`, `src/drop-app/src/lib/features.ts`

Feature Flag System

Source: `feature-flags.ts`

Architecture

Feature flags are controlled via **environment variables** with the pattern:

```
NEXT_PUBLIC_FF_<SCREAMING_SNAKE_CASE>=true|false
```

The `NEXT_PUBLIC_` prefix ensures flags are available on both server and client (inlined at build time by Next.js).

Conversion example: `physicalCards` → `NEXT_PUBLIC_FF_PHYSICAL_CARDS`

Source: `feature-flags.ts:42-45`

Available Flags

Flag Name	Env Var	Default	Description
<code>virtualCards</code>	<code>NEXT_PUBLIC_FF_VIRTUAL_CARDS</code>	<code>false</code>	Virtual card issuance
<code>physicalCards</code>	<code>NEXT_PUBLIC_FF_PHYSICAL_CARDS</code>	<code>false</code>	Physical card ordering
<code>cardDetails</code>	<code>NEXT_PUBLIC_FF_CARD_DETAILS</code>	<code>false</code>	View full card details

Flag Name	Env Var	Default	Description
cardFreeze	NEXT_PUBLIC_FF_CARD_FREEZE	false	Card freeze/unfreeze
cardPin	NEXT_PUBLIC_FF_CARD_PIN	false	Card PIN management
spendingLimits	NEXT_PUBLIC_FF_SPENDING_LIMITS	false	Card spending limits
notifications	NEXT_PUBLIC_FF_NOTIFICATIONS	true	Push notifications
merchantDashboard	NEXT_PUBLIC_FF_MERCHANT_DASHBOARD	true	Merchant dashboard

Source: `feature-flags.ts:27-36`

Server-Side API

Function	Return Type	Description
<code>isEnabled(flag)</code>	<code>boolean</code>	Check if a flag is enabled
<code>getAllFlags()</code>	<code>FeatureFlags</code>	Get all flags with current values
<code>featureGate(flag)</code>	<code>NextResponse null</code>	API middleware: returns 404 response if disabled, null if enabled

`featureGate` usage in routes:

```
// In any route handler:
const gate = featureGate("physicalCards");
if (gate) return gate; // Returns 404 with "Feature not available"
```

Source: `feature-flags.ts:80-88`

Routes using `featureGate`:

Route	Flag
POST /api/cards/[id]/physical	<code>physicalCards</code>
POST /api/cards/[id]/pin	<code>cardPin</code>
GET /api/cards/[id]/limits	<code>spendingLimits</code>
PUT /api/cards/[id]/limits	<code>spendingLimits</code>
GET /api/notifications	<code>notifications</code>
PATCH /api/notifications	<code>notifications</code>

Client-Side API

Function	Return Type	Description
<code>useFeatureFlag(flag)</code>	<code>boolean</code>	React hook for a single flag
<code>useFeatureFlags()</code>	<code>FeatureFlags</code>	React hook for all flags

These work because `NEXT_PUBLIC_*` env vars are inlined at build time — no server roundtrip needed.

Source: `feature-flags.ts:94-114`

Feature Tracking System

Source: `features.ts`

A separate system for tracking **implementation progress** of Drop features. Not runtime flags — this is a development tracking tool.

Feature Interface

```
interface Feature {
  id: string;           // e.g., "auth-001"
  category: string;    // e.g., "Authentication"
  name: string;        // e.g., "User Registration"
  description: string;
  status: "pending" | "in_progress" | "passing" | "failing";
  priority: number;    // 1 = highest
  dependencies: string[]; // IDs of prerequisite features
  acceptanceCriteria: string[];
  implementedAt?: string; // ISO date
  testedAt?: string;     // ISO date
}
```

Feature Categories and Status

Category	Total	Passing	Pending	Notes
----------	-------	---------	---------	-------

Authentication	4	3	1 (Biometric Login)	
KYC	1	1	0	
Banking	6	5	1	bank-006 (Top-up via Card) is FUTURE — incompatible with pass-through model
Cards	4	4	0	FUTURE — all card features are gated behind feature flags (default: false)
Notifications	1	0	1 (Push Notifications)	

All Features

ID	Name	Status	Priority	Dependencies	Notes
auth-001	User Registration	passing	1	-	
auth-002	PIN Login	passing	1	auth-001	
auth-003	Logout	passing	2	auth-002	
auth-004	Biometric Login	pending	3	auth-002	
kyc-001	Identity Verification	passing	1	auth-001	
bank-001	IBAN Generation	passing	1	kyc-001	
bank-002	Balance Display	passing	1	bank-001	AISP read-only
bank-003	Send Money	passing	1	bank-002	PISP from user's bank
bank-004	Receive Money	passing	1	bank-001	
bank-005	Transaction History	passing	2	bank-003, bank-004	
bank-006	Top-up via Card	passing	2	bank-001	FUTURE — no wallet in pass-through model
card-001	Virtual Card Issuance	passing	1	kyc-001	FUTURE — feature-flagged
card-002	Card Freeze/Unfreeze	passing	2	card-001	FUTURE — feature-flagged
card-003	Card Transactions	passing	1	card-001	FUTURE — feature-flagged
card-004	Physical Card Order	passing	3	card-001	FUTURE — feature-flagged

ID	Name	Status	Priority	Dependencies	Notes
notif-001	Push Notifications	pending	3	auth-001	

Helper Functions

Function	Description
<code>getFeaturesByStatus(status)</code>	Filter features by status
<code>getFeaturesByCategory(category)</code>	Filter features by category
<code>getFeatureStats()</code>	Get counts: total, passing, pending, inProgress, failing, percentComplete
<code>getReadyFeatures()</code>	Features whose dependencies are all <code>passing</code>
<code>printFeatureReport()</code>	Formatted text report

Source: `features.ts:284-357`

Environment Variable Summary

Variable	Purpose	Default
<code>NEXT_PUBLIC_FF_VIRTUAL_CARDS</code>	Enable virtual cards	false
<code>NEXT_PUBLIC_FF_PHYSICAL_CARDS</code>	Enable physical cards	false
<code>NEXT_PUBLIC_FF_CARD_DETAILS</code>	Enable card detail view	false
<code>NEXT_PUBLIC_FF_CARD_FREEZE</code>	Enable card freeze	false
<code>NEXT_PUBLIC_FF_CARD_PIN</code>	Enable card PIN	false
<code>NEXT_PUBLIC_FF_SPENDING_LIMITS</code>	Enable spending limits	false
<code>NEXT_PUBLIC_FF_NOTIFICATIONS</code>	Enable notifications	true
<code>NEXT_PUBLIC_FF_MERCHANT_DASHBOARD</code>	Enable merchant dashboard	true
<code>NEXT_PUBLIC_SERVICE_MODE</code>	mock or production	mock
<code>DATABASE_URL</code>	PostgreSQL 16 connection string	Required (no SQLite fallback)
<code>JWT_SECRET</code>	JWT signing secret	dev-only fallback
<code>NEXT_PUBLIC_APP_URL</code>	App URL for CSRF	-
<code>SEED_DEMO</code>	Enable demo data in staging	-

Middleware

Drop Middleware

“ Sources: `src/drop-app/src/lib/middleware.ts`, `src/drop-app/src/lib/middleware/`

Overview

Drop has two middleware layers:

1. `lib/middleware.ts` — The active middleware used by all API routes. Provides `requireAuth`, `requireMerchant`, `rateLimit`, `getClientIp`, `jsonError`, CSRF, and session revocation.
2. `lib/middleware/` directory — A modular middleware library with `auth-middleware.ts`, `error-handler.ts`, and `validation.ts`. Exported via barrel file `middleware/index.ts`.

The API routes import from both: `@/lib/middleware` (auth, rate limiting) and `@/lib/middleware/validation` (input validation).

Active Middleware (`middleware.ts`)

`requireAuth(request?)`

Source: `middleware.ts:42-80`

Authenticates the current request via cookie-based JWT. Returns `{ user, error }`.

Steps:

1. **CSRF origin check** — If `Origin` header present, must match allowed origins
2. **Cookie extraction** — Reads `drop_token` from cookies
3. **JWT verification** — Validates signature and expiry
4. **User lookup** — Loads user from `users` table
5. **Session revocation check** — Verifies at least one non-revoked session exists

Allowed origins: `NEXT_PUBLIC_APP_URL`, `http://localhost:3000`, `http://localhost:3001`

```
const { user, error } = await requireAuth(request);
if (error) return error; // Returns NextResponse with error JSON
```

requireMerchant(request?)

Source: `middleware.ts:101-108`

Extends `requireAuth` with a role check: user must have `role === 'merchant'`. Returns 403 if not.

```
const { user, error } = await requireMerchant(request);
if (error) return error;
```

rateLimit(ip, limit, windowMs?)

Source: `middleware.ts:7-31`

Persistent IP-based rate limiter using the `rate_limits` database table.

```
if (!(await rateLimit(ip, 10))) { // 10 requests per 60s window
  return jsonError("rate_limited", "Too many requests", 429);
}
```

- Default window: 60,000ms (1 minute)
- Cleans expired entries on each call
- Uses `runUpsert` for atomic counter creation/update

getClientIp(request)

Source: `middleware.ts:33-35`

Extracts client IP from `x-forwarded-for` header (first IP in chain), falls back to `127.0.0.1`.

jsonError(error, message, status, details?)

Source: `middleware.ts:37-39`

Creates a standardized JSON error response.

```
return jsonError("validation_error", "Validation failed", 422, ["Email required"]);  
// → { "error": "validation_error", "message": "Validation failed", "details": ["Email  
required"] }
```

revokeAllSessions(userId)

Source: `middleware.ts:83-85`

Sets `revoked=1` on all sessions for a user. Called during logout.

generateCsrfToken() / validateCsrf(request, token)

Source: `middleware.ts:88-99`

CSRF token generation (32 random bytes hex-encoded) and validation via `x-csrf-token` header. Available but not actively required on any route.

Middleware Library (`middleware/`)

Error Handler

Source: `middleware/error-handler.ts`

AppError class:

```
class AppError extends Error {  
  constructor(code: string, message: string, status: number = 500, details?: unknown)  
}
```

Predefined error constructors (`Errors.*`):

Constructor	Code	Status
<code>Errors.unauthorized(msg?)</code>	UNAUTHORIZED	401

Constructor	Code	Status
<code>Errors.forbidden(msg?)</code>	FORBIDDEN	403
<code>Errors.notFound(resource)</code>	NOT_FOUND	404
<code>Errors.badRequest(msg, details?)</code>	BAD_REQUEST	400
<code>Errors.conflict(msg)</code>	CONFLICT	409
<code>Errors.tooManyRequests(msg?)</code>	RATE_LIMIT_EXCEEDED	429
<code>Errors.internal(msg?)</code>	INTERNAL_ERROR	500

Error response format:

```
{
  "error": {
    "code": "BAD_REQUEST",
    "message": "...",
    "details": "..."
  }
}
```

`createErrorResponse(error)` handles `AppError`, standard `Error`, and unknown errors. In development, includes original error messages; in production, masks internal errors.

Auth Middleware

Source: `middleware/auth-middleware.ts`

Alternative auth middleware using Bearer token pattern (vs. cookie pattern in `middleware.ts`).

`requireAuth(request)` — Extracts JWT from `Authorization: Bearer <token>` header, verifies, returns `userId`.

In-memory rate limiter with:

- `DEFAULT_RATE_LIMIT`: 100 req/min
- `STRICT_RATE_LIMIT`: 10 req/min
- Auto-cleanup every 5 minutes
- Rate limit response headers (`X-RateLimit-*`)

`getClientIP(request)` — Checks `X-Forwarded-For`, then `X-Real-IP`, then falls back to `'unknown'`.

Validation

Source: `middleware/validation.ts`

Input validation functions (no external dependencies):

Function	Description	Rules
<code>validatePhone(phone)</code>	International phone format	Starts with <code>+</code> , 8-15 digits
<code>validateAmount(amount)</code>	Positive number	> 0 , max 2 decimal places
<code>validateIBAN(iban)</code>	European IBAN format	Country code + digits + alphanumeric, mod-97 checksum
<code>validatePIN(pin)</code>	Card PIN	Exactly 4 digits
<code>validateEmail(email)</code>	Email address	Basic <code>x@y.z</code> pattern
<code>validateCurrency(currency)</code>	ISO 4217 code	Whitelist: EUR, USD, GBP, BAM, CHF, PLN, NOK, RSD, TRY, PKR
<code>validateDateISO(date)</code>	ISO 8601 date	Parseable by <code>Date.parse()</code>
<code>validateName(name)</code>	Name field	1-100 chars, at least one letter, no script/HTML injection
<code>validateLanguage(lang)</code>	Language code	Whitelist: nb, en, bs, sq
<code>sanitizeText(text, maxLength?)</code>	Text sanitization	Strips HTML tags, control chars, trims, enforces max length (default 500)
<code>validate(condition, msg)</code>	Assert helper	Throws <code>AppError</code> (400) if false
<code>required(value, name)</code>	Required check	Throws <code>AppError</code> (400) if null/undefined

Security notes:

- `validateName` checks for dangerous patterns: `<script`, `javascript:`, `onerror=`, `onclick=`
- `sanitizeText` removes HTML tags via regex, strips control characters
- IBAN validation implements the full mod-97 checksum algorithm

Middleware Usage by Route

Route	Rate Limit	Auth	Merchant	Feature Flag	Validation
POST <code>/auth/register</code>	10/min	-	-	-	email, name, phone, age
POST <code>/auth/login</code>	10/min	-	-	-	-
GET <code>/auth/me</code>	-	Yes	-	-	-

Route	Rate Limit	Auth	Merchant	Feature Flag	Validation
POST /auth/logout	-	Yes	-	-	-
POST /auth/refresh	-	Yes	-	-	-
GET /transactions	-	Yes	-	-	-
POST /transactions/remittance	10/min	Yes	-	-	amount range, decimal
POST /transactions/qr-payment	10/min	Yes	-	-	amount range, decimal
GET /rates	120/min	-	-	-	-
GET /rates/[currency]	120/min	-	-	-	-
POST /cards/[id]/physical	-	Yes	-	physicalCards	address min 10 chars
POST /cards/[id]/pin	-	Yes	-	cardPin	4-digit PIN
GET /cards/[id]/limits	-	Yes	-	spendingLimits	-
PUT /cards/[id]/limits	-	Yes	-	spendingLimits	limitType whitelist
GET /notifications	-	Yes	-	notifications	-
PATCH /notifications	-	Yes	-	notifications	ID format, max 100
PATCH /settings	-	Yes	-	-	currency/language whitelist
POST /recipients	-	Yes	-	-	name, country whitelist
POST /merchants/registrer	-	Yes	-	-	orgNumber 9 digits
GET /merchants/dashboard	-	Yes	Merchant	-	period whitelist
GET /merchants/qr	-	Yes	Merchant	-	-
GET /merchants/transactions	-	Yes	Merchant	-	-