

Local Development Setup: Drop — Fintech Payment App

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“ **Project:** Drop — Remittance + QR Payments **Version:** 1.0 **Date:** 2026-02-23
Author: John (AI Director) **Status:** Approved **Reviewers:** Alem Bašić (CEO)

Document History

Version	Date	Author	Changes
0.1	2026-02-23	John	Initial local dev setup — Next.js 16 + SQLite + Vitest + Playwright

1. System Requirements

Software	Required Version	macOS	Linux	Windows (WSL2)
Node.js	20.x	<code>nvm install 20</code>	<code>nvm install 20</code>	Via WSL2 + nvm
npm	10.x (with Node 20)	Included	Included	Included
Git	2.30+	Pre-installed	<code>apt install git</code>	Via WSL2
flyctl	Latest	<code>brew install flyctl</code>	fly.io/docs/flyctl/installing/	WSL2
Playwright browsers	Auto-installed	<code>npx playwright install</code>	<code>npx playwright install</code>	<code>npx playwright install</code>

Hardware minimum: 8GB RAM, 10GB free disk space (SQLite DB is small; bcrypt tests are CPU-intensive) **Recommended:** 16GB RAM, SSD

Not supported: Windows without WSL2 (Next.js dev server requires Unix-compatible environment)

2. Quick Start (5 Steps)

```
# 1. Navigate to Drop app
cd ~/ALAI/products/Drop/src/drop-app

# 2. Install dependencies
npm install

# 3. Configure environment
cp .env.example .env.local
# Edit .env.local – see Section 5 for required values

# 4. Set up database and seed
npm run db:migrate && npm run db:seed

# 5. Start development server
npm run dev

# Open: http://localhost:3000
```

Total time (fast path): ~5 minutes

If anything fails, read the full setup in Section 3 or check [Common Issues](#).

3. Detailed Setup

3.1 Node Version Manager

```
# Install nvm (macOS with Homebrew)
brew install nvm
echo 'export NVM_DIR="$HOME/.nvm"' >> ~/.zshrc
```

```
echo '[ -s "$NVM_DIR/nvm.sh" ] && \. "$NVM_DIR/nvm.sh" >> ~/.zshrc
source ~/.zshrc

# Install Node 20 (Drop requires 20+ for Next.js 16)
nvm install 20
nvm use 20
nvm alias default 20

# Verify
node --version # v20.x.x
npm --version # 10.x.x
```

Auto-switching: The project root contains `.nvmrc` with `20`. If your shell is configured, it switches automatically on `cd` into the project.

3.2 Package Manager Setup

```
# Drop uses npm (not yarn or pnpm)
cd ~/ALAI/products/Drop/src/drop-app
npm install

# Verify installation
npm list --depth=0 # Should show direct dependencies
```

Lockfile: `package-lock.json` — committed to git. Run `npm install` (not `npm install --force`) to respect lockfile.

3.3 Database Setup

Drop uses SQLite for development and testing (no Docker required).

```
# Create/migrate database
cd ~/ALAI/products/Drop/src/drop-app
npm run db:migrate
# Creates: ./local.db (SQLite file)

# Verify migration
npm run db:migrate:status
# Should show all migrations applied
```

```
# Seed development data
npm run db:seed
# Inserts: test users, merchants, recipients, exchange rates
```

Verify database is set up:

```
# Check schema compliance
npm run test -- --testPathPattern=db.test.ts
# Should pass: no balance column, no card_number/cvv
```

Note: SQLite file is in `.gitignore`. Each developer has their own local DB.

3.4 Environment Variables

```
# Copy the example file
cp .env.example .env.local
```

Edit `.env.local` with your local values:

Variable	Value for Local Dev	Notes
<code>DATABASE_URL</code>	<code>./local.db</code>	SQLite file path (relative to app root)
<code>JWT_SECRET</code>	Any 32+ char random string	Use <code>openssl rand -base64 32</code>
<code>NEXT_PUBLIC_SERVICE_MODE</code>	<code>mock</code>	ALWAYS <code>mock</code> for local dev
<code>BCRYPT_ROUNDS</code>	<code>10</code>	10 locally (faster); production uses 12
<code>NEXT_PUBLIC_APP_URL</code>	<code>http://localhost:3000</code>	
<code>SUMSUB_API_KEY</code>	<code>mock-key</code>	Mocked in dev (no real API calls)
<code>BAAS_API_KEY</code>	<code>mock-key</code>	Mocked in dev (no real BaaS calls)
<code>RATE_LIMIT_MAX_AUTH</code>	<code>100</code>	Higher locally to avoid blocking dev flow

Never commit `.env.local`: It's in `.gitignore`. Use `.env.example` for sharing template values.

3.5 Playwright Browser Installation

```
# Install all Playwright browser binaries (required for E2E tests)
npx playwright install

# Or install only Chromium + WebKit (Drop E2E uses these)
```

```
npx playwright install chromium webkit
```

3.6 Seed Data

After `npm run db:seed`, these accounts exist locally:

Role	Email	Password	Notes
Consumer (Amir)	<code>amir@test.alai.no</code>	<code>TestDrop123!</code>	KYC approved, active
Merchant (Ahmet)	<code>ahmet@test.alai.no</code>	<code>TestDrop123!</code>	Merchant registered
Pending KYC	<code>pending@test.alai.no</code>	<code>TestDrop123!</code>	kyc_status = pending
Fresh user	Register via UI	—	Create during testing

4. Running the Application

Development Server

```
# Start Next.js dev server with hot reload
npm run dev

# Application available at:
# http://localhost:3000          - Landing page
# http://localhost:3000/login   - Login
# http://localhost:3000/api/health - Health check (JSON)
```

What starts: Next.js dev server on port 3000 with hot reload for all routes (API + UI).

Useful Dev Commands

```
npm run dev          # Start development server
npm run build        # Build production bundle
npm run start        # Run production build locally
npm run lint         # ESLint
npm run type-check   # TypeScript type checking
npm run db:migrate   # Run pending migrations
npm run db:seed      # Seed test data
npm run db:reset     # Drop + recreate + seed (fresh state)
```

5. Running Tests

All Tests (Recommended)

```
# Run all Vitest tests (unit + integration + performance)
npm run test

# Expected: 40+ tests passing across 11 test files
```

Unit Tests

```
# Run all Vitest tests
npm run test

# Run in watch mode (re-runs on file save)
npm run test:watch

# Run specific test file
npm run test -- auth.test.ts

# Run tests matching pattern
npm run test -- --grep "bcrypt"
```

Integration Tests

```
# Integration tests use real SQLite DB (auto-created in :memory: or temp file)
npm run test -- api-endpoints.test.ts db.test.ts middleware.test.ts
```

E2E Tests (Playwright)

```
# Requires development server running
npm run dev & # Or start in separate terminal

# Run all Playwright E2E tests
npx playwright test
```

```
# Run specific project
npx playwright test --project=user-flows
npx playwright test --project=full-flows
npx playwright test --project=input-chaos

# Run with browser visible (useful for debugging)
npx playwright test --headed

# Open Playwright UI mode
npx playwright test --ui
```

Performance Benchmarks

```
# Run api-benchmarks.test.ts
npm run test -- api-benchmarks.test.ts

# Expected outputs (NFR targets):
# bcrypt hash: < 1,000ms
# DB SELECT: < 10ms
# DB INSERT: < 20ms
# 50 concurrent rate limit checks: < 2,000ms total
```

Coverage Report

```
npm run test:coverage

# Report generated at: coverage/index.html
open coverage/index.html
```

6. Common Issues & Solutions

Problem	Likely Cause	Solution
Module not found: next	Dependencies not installed	Run <code>npm install</code>
Database file not found	Migrations not run	Run <code>npm run db:migrate</code>

Problem	Likely Cause	Solution
JWT_SECRET is required	Missing env var	Copy <code>.env.example</code> → <code>.env.local</code> ; set <code>JWT_SECRET</code>
Port 3000 already in use	Another process	<code>lsof -ti:3000 xargs kill</code>
Node version mismatch	Wrong Node version active	<code>nvm use 20</code>
bcrypt tests very slow (> 2s each)	BCRYPT_ROUNDS=12 in env	Set <code>BCRYPT_ROUNDS=10</code> in <code>.env.local</code>
Playwright tests fail: "browser not found"	Browsers not installed	<code>npx playwright install</code>
database is locked	Concurrent writes in SQLite test	Expected under high concurrency; run tests serially: <code>npm run test -- --pool=forks</code>
NEXT_PUBLIC_SERVICE_MODE=live accidentally set	Wrong env var	Always use <code>mock</code> locally; <code>live</code> requires real BaaS
TypeScript error on <code>any</code>	Strict mode	Add proper type; never use <code>any</code>

Still stuck? Ask John (AI Director) via Mission Control or #drop Slack channel.

7. Project Structure Reference

```
~/ALAI/products/Drop/src/drop-app/
├─ src/
│  └─ app/                # Next.js App Router
│     └─ api/             # 26 API routes
│        └─ auth/        # register, login, logout, me, otp, pin
│           └─ transactions/ # remittance, qr-payment, list
│              └─ rates/   # exchange rates (6 corridors)
│                 └─ merchants/ # register, me
│                    └─ cards/  # list, get (feature-flagged)
│                       └─ health/ # health check
│                          └─ (app)/ # Protected app pages
│                             └─ components/ # Shared UI components
│                                └─ lib/      # Utilities, helpers, auth, db client
│                                   └─ middleware.ts # Rate limiting, CSRF, auth middleware
├─ db/
│  └─ migrations/        # SQL migration files
│     └─ seeds/          # Seed data
├─ __tests__/
│  └─ auth.test.ts      # bcrypt, JWT, password validation
```

```
| └─ api-endpoints.test.ts # All 26 API routes
| └─ db.test.ts # Schema compliance (no balance, no CVV)
| └─ middleware.test.ts # Rate limiting, auth middleware
| └─ validation.test.ts # Input validation, XSS, injection
| └─ transactions.test.ts # Fee calculations, transaction logic
| └─ rates.test.ts # Exchange rates API
| └─ api-benchmarks.test.ts # Performance benchmarks
| └─ feature-flags.test.ts # Feature flag behavior
| └─ regression-suite.test.ts # Regression tests
| └─ sumsub-integration.test.ts # KYC mock integration
| └─ cards-integration.test.ts # Cards feature (feature-flagged)
| └─ e2e/
|   └─ user-flows.spec.ts # Registration, login journeys
|   └─ full-flows.spec.ts # Remittance, QR payment journeys
|   └─ input-chaos.spec.ts # 20+ edge case inputs
└─ .env.example # Environment variable template
└─ vitest.config.ts # Vitest configuration
└─ playwright.config.ts # Playwright configuration (3 projects)
└─ next.config.ts # Next.js configuration
└─ package.json # Scripts and dependencies
```

8. IDE Configuration

VS Code Settings (`.vscode/settings.json`)

```
{
  "editor.formatOnSave": true,
  "editor.defaultFormatter": "esbenp.prettier-vscode",
  "editor.codeActionsOnSave": {
    "source.fixAll.eslint": true
  },
  "typescript.tsdk": "node_modules/typescript/lib",
  "typescript.enablePromptUseWorkspaceTsdk": true
}
```

Recommended Extensions

Extension	ID	Purpose
ESLint	<code>dbaeumer.vscode-eslint</code>	Inline linting
Prettier	<code>esbenp.prettier-vscode</code>	Format on save
Tailwind CSS IntelliSense	<code>bradlc.vscode-tailwindcss</code>	Autocomplete for Tailwind
Playwright Test	<code>ms-playwright.playwright</code>	Run/debug Playwright tests
Vitest	<code>vitest.explorer</code>	Run/debug Vitest tests
TypeScript Error Lens	<code>usernamehw.errorlens</code>	Inline TypeScript errors

Related Documents

- [Developer Onboarding Guide](#)
- [Coding Standards](#)
- [Testing Guide](#)

Approval

Role	Name	Date	Signature
Author	John (AI Director)	2026-02-23	Approved (AI)
Tech Lead	John	2026-02-23	Approved
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