* Penalty on cancelling on attribute.
* cancel\_timestamp.
* discount > fare should be on attribute.
* should payment method table be a table of transactions or the saved visas?
* **Request and Trip Relationship**: It looks like a one-to-one (1:1) relationship between **Request** and **Trip**. However, depending on the business logic, there might be cases where a request could turn into multiple trips (e.g., splitting a trip with multiple drivers). You might want to revisit this based on the app's requirements.
* **Ride Sharing / Carpooling**
* Carpooling: Introduce a carpool feature where multiple users can share a ride on the same trip.
* New Entity: CarpoolGroup that includes a group\_id, group\_size, and carpool\_code.
* Relationship: Link CarpoolGroup to the Trip entity (M:1), allowing multiple users to join the same trip. Each User can belong to a CarpoolGroup for a specific trip.
* Attributes: Each user in the carpool group may have a different pickup\_loc and dropoff\_loc, making the trip multi-stop.
* **Introduce badges or achievements** for users and drivers who complete certain milestones (e.g., "First 100 Rides", "5-Star Driver", "Long-distance Traveler").
* New Entity: Achievement, with attributes like achievement\_id, title, description, date\_earned.
* Relationship: Link Achievement to User (M
* ), so users can earn multiple achievements.
* **In-Trip Features:**
* ETA (Estimated Time of Arrival): Track the expected time for pickup and dropoff, dynamically updated.
* Add attributes to the Trip entity, such as estimated\_pickup\_time, estimated\_dropoff\_time.
* Dynamic Pricing: Allow fare to change based on demand.
* Add an attribute to Trip like surge\_multiplier, representing dynamic fare changes during high demand periods (e.g., peak hours).
* Trip Distance: Include the estimated distance of a trip.
* Attribute distance in Trip, potentially calculated based on pickup\_loc and dropoff\_loc.
* **Promotions / Coupons**
* Promotions: Introduce a discount or promotion system that can be applied to trips.
* New Entity: Promotion, with attributes like promo\_id, promo\_code, discount, valid\_from, valid\_to, usage\_limit.
* Relationship: Link Promotion to Trip (M:1), where a user can apply a promotion to a trip.
* Promo Usage: Track how many times a promotion has been used by including a promo\_usage attribute.