

Case Study Instructions





Mini Ride Booking System

Scenario:

You are planning to launch a **lite version** of a ride-hailing app, designed for testing in smaller cities. You've been brought in as a junior software engineer to create a **prototype** of the basic ride booking system.

This prototype **does not need to connect to real-time maps or GPS** — we're only focusing on **backend logic and frontend flows** to simulate booking rides between locations.

Goals:

Create a **simple app or backend API** that allows a passenger to:

1. **Register/Login** (Basic Auth or dummy login is fine)

2. Request a ride

- Enter pickup and drop-off locations (just names like "Mall Road" or "Airport")
- o Choose ride type (Bike, Car, Rickshaw)

3. View ride status

 $\circ \quad \text{e.g., Requested} \rightarrow \text{Accepted} \rightarrow \text{In Progress} \rightarrow \text{Completed}$

4. View ride history

For bonus points, allow a driver to:

• Accept or reject a ride request



What to Submit:

1. Design Document

- Which tech stack you used and why
- Any assumptions you made
- Entity Relationship Diagram or data model (e.g., for users, rides)

2. Functioning Code (any one of the below is fine):

- Web-based frontend using HTML/CSS/JS or React
- Android app in Java/Kotlin
- Backend-only API using Node.js/PHP/Java/Spring etc.
- SQLite/local DB simulation if no backend is available



3. Features to Implement

Feature	Required?
User Registration/Login	☑ Basic or mocked
Request a Ride	V
View Ride Status	V
Ride History	V
Driver Accepts Ride	× Optional
Basic UI	<mark>√</mark> if frontend-based
API documentation (if backend)	<mark>√</mark> if backend-based



Sample Entities You Might Create:

- **User** (id, name, type: passenger/driver)
- **Ride** (id, passenger_id, driver_id, pickup_location, drop_location, ride_type, status)
- **Driver** (id, name, availability_status)

Evaluation Criteria:

Area	Weight
Problem Understanding	10%
Code Functionality	30%
Simplicity & Cleanliness	20%
Documentation	15%
Creativity & Extras	10%
Communication	15%