

INTRODUCTION

This document details the project plan for development of “**SnappTrip ticket pricing engine**” that from now we briefly say “**Pricing engine**”.

It is intended for developers and testers working on “SnappTrip pricing engine”. This plan will include a summary of:

- Definition
- How the system will function
- The technology you should be using

Definition

- **Route**
way or course taken in getting from a starting point to a destination
- **Airline**
An organization providing a regular public service of air transportation.
- **Agency**
A business or organization engaged in selling and arranging transportation.
- **Supplier**
Organizations that supply us with different types of tickets. A supplier
- **AmountType**
It includes two types for changing price: 1. PERCENTAGE 2. FIXED
- **AmountValue**
It is an integer variable that changes the final price based on amount type!

How the system will function

Based on some predefined rules, you should select a rule that matches a specific ticket and after that you should manipulate ticket price based on that rule. If there are multiple rules that matched with a specific ticket you should apply a rule with the most profit.

The technology you should be using

Language: GO

DB: PostgreSQL, Redis (for caching)

VCS Website: Github

Deploy: Docker and Docker-compose (bonus)

Developer responsibilities

1. The program should be able to respond to lots of requests and work properly in the production environment. Which means performance plays a significant role in your evaluation.
2. The developer should create a **public Github repository** and commit their code on it and send your repo address to HR@snapptrip.com.
3. If you decide to deploy your project using docker, you should upload your image to dockerhub and provide a Dockerfile, docker-compose.yaml file in your repository.