

Phase 2 : System Design & Object Modeling

- The goal of this phase is to design and implement the data model for the Travel Booking System. This includes creating Salesforce objects, fields, and relationships to represent travel packages, slots, bookings, and customers. It also involves setting up permissions and testing with sample records.

Custom Objects Created

List the objects and their purpose.

- **Travel Package** → Stores travel package details (price, duration, description).
- **Package Slot** → Holds available slots (date, capacity, available seats) for a package.
- **Booking** → Represents a customer reservation linked to a slot.
- **Booking Payment** → Tracks payments for a booking.

3. Custom Objects and Fields

3.1 Travel Package

Purpose: Stores package details offered by the agency.

Fields:

- **Package Name** (Text, Record Name)
- **Price** (Currency, 16,2)
- **Duration (Days)** (Number, 3,0)
- **Description** (Long Text Area, 1000)

3.2 Package Slot

Purpose: Stores available slots for a travel package.

Fields:

- **Slot Name** (Text, Record Name)
- **Travel Package** (Lookup → Travel Package)
- **Start Date** (Date)
- **Available Seats** (Number, 3,0)

3.3 Booking

Purpose: Stores a customer booking against a package slot.

Fields:

- **Booking Name** (Text, Record Name)
- **Customer** (Lookup → Contact)
- **Package Slot** (Lookup → Package Slot)
- **Number of People** (Number, 3,0)
- **Booking Status** (Picklist: Pending, Confirmed, Cancelled; default = Pending)
- **Agent** (Lookup → User)

3.4 Booking Payment

Purpose: Stores payments made for a booking.

Fields:

- **Payment ID** (Auto Number, format: PAY-{0000})
- **Booking** (Lookup → Booking)
- **Amount** (Currency, 16,2)
- **Payment Status** (Picklist: Pending, Paid, Failed, Refunded; default = Pending)