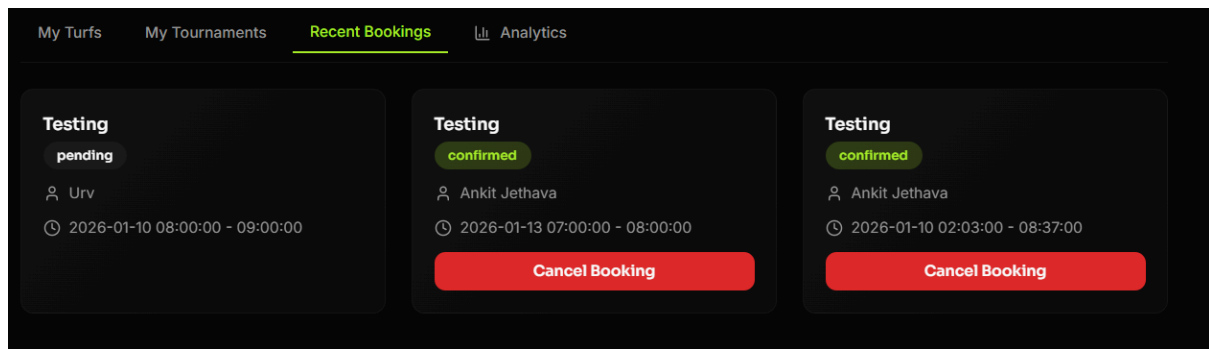**Feature:** Improve Recent Bookings section in Owner Dashboard and implement Owner Cancellation Policy.

Important Instructions:

- **Do not change any existing core booking logic.**

- Use **optimized, fast, and efficient logic**.

- Keep the **current website color theme unchanged**.

- Implement changes as **UI and backend enhancements only**.

---

1. Recent Bookings Display Logic

Default View

- In the **Owner Dashboard → Recent Bookings** section:

  - Show only the **latest 5 bookings** by default.

Sort by:

```
Booking date/time (most recent first)
```

  -

"See More" Functionality

- Add a button below the list:

On click:

- Load additional bookings:

    - Next **5–10 bookings**.

- These bookings should be:

    - **Only for the current day (today)**.

    - Sorted by booking time.

Date Filter for Other Days

Below the "See More" section, add:

Filter options:

- Date selector or dropdown.

Behavior:

- Owner can:

    - Select **tomorrow**.

    - Or any other specific date.

- Show bookings only for the selected date.

---

2. Owner Cancellation Policy

Core Rules

When an owner cancels a booking:

Cancellation must include a:

```
Required reason (text input)
```

1.
2. Monthly cancellation limit:

Maximum:

```
10 owner-initiated cancellations per month
```

   ○

Penalty per cancellation:

```
₹80 total
= ₹30 penalty
+ ₹50 platform commission
```

3.
4. Penalty handling:

   ○ Deduct ₹80 from the owner's **future earnings**.

   ○ Track penalty balance per owner.

5. Player refund:

Player receives:

```
100% refund
```

   ○
   ○ Refund must be processed automatically.

---

3. Cancellation Flow

When owner clicks "Cancel Booking"

1. Open confirmation modal.

2. Require:

   ○ Reason input (mandatory).

3. System checks:

   ○ Monthly cancellation count.

If limit reached (10 cancellations)

- Block cancellation.

- Show message:

```
Monthly cancellation limit reached.
You cannot cancel more bookings this month.
```

If within limit

System should:

1. Cancel booking.

2. Record cancellation reason.

3. Increment owner's monthly cancellation count.

4. Add ₹80 penalty to owner account.

5. Trigger full refund to player.

---

4. Backend Data Handling

For each owner, maintain:

```
ownerCancellationStats:
  ownerId
  month
```

```
cancellationCount
totalPenalty
```

For each cancelled booking:

```
booking:
  status: cancelled_by_owner
  cancellationReason
  penaltyApplied: 80
```

---

5. UI Feedback

After successful cancellation:

Show message:

```
Booking cancelled.
₹80 penalty has been applied.
Player will receive a full refund.
```

Change:2

Feature: Player Cancellation Policy and Flow.

Important Instructions:

- **Do not change any existing core booking logic.**

- Use **optimized, fast, and efficient logic**.

- Keep the **current website color theme unchanged**.

- Implement as a **safe UI and backend enhancement**.

---

1. Simplified Player Cancellation Rules (Project Version)

Use only these four rules:

1. Player can cancel a booking **before the slot start time**.

If cancellation is made **2 or more hours before the slot**:
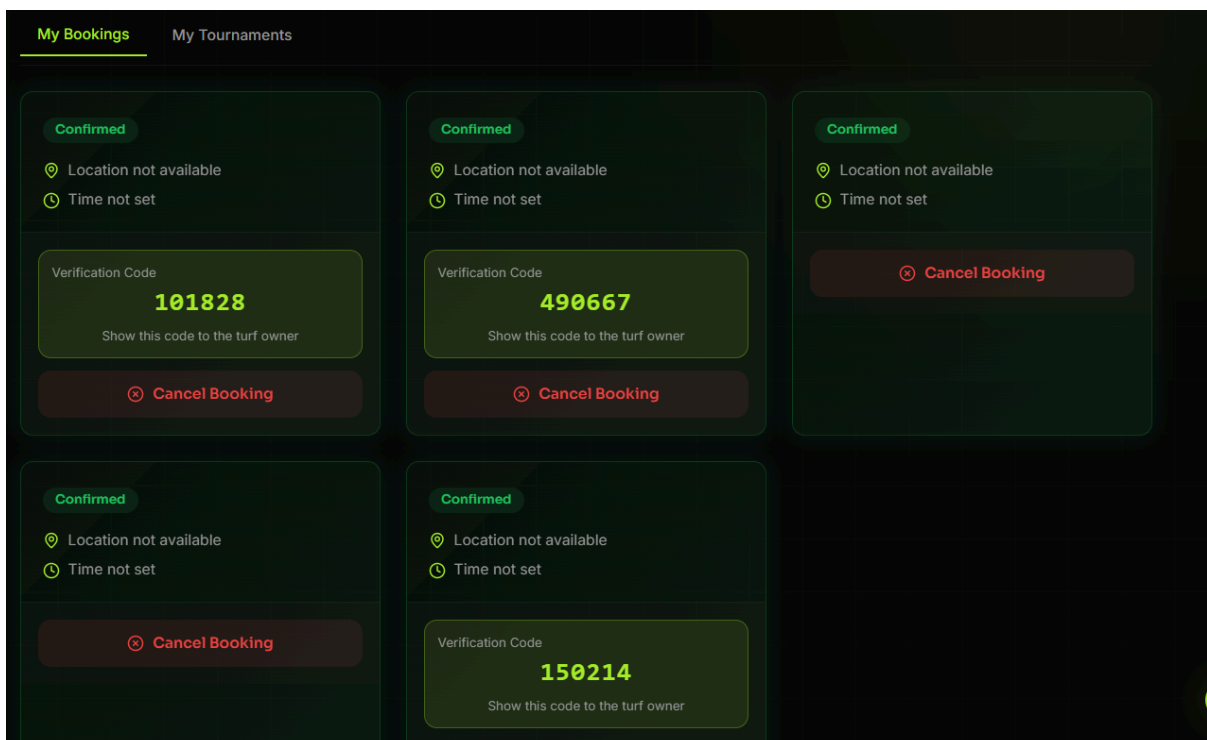
```
100% refund
```

2.

If cancellation is made **within 2 hours of the slot**:

```
No refund
```

3.
4. Player can cancel a **maximum of 5 bookings per month**.

---

2. Cancellation Flow (UI)

Step 1: Player clicks "Cancel Booking"

Open a **confirmation modal**.

Modal must display:

- Refund amount

- Time remaining before slot

- Warning message

Example message:

```
You will receive ₹1000 refund.
No refund is provided for cancellations within 2 hours of the
slot.
```

Step 2: Player confirms cancellation

System should:

1. Calculate refund amount.

2. Update booking status:

```
cancelled_by_player
```

3. Increment player's monthly cancellation count.

4. Process refund automatically.

5. Notify turf owner.

---

3. Cancellation Limits

Before allowing cancellation:

System must check:

```
playerMonthlyCancellationCount
```

If count ≥ 5:

- Block cancellation.

- Show message:

```
Monthly cancellation limit reached.
You cannot cancel more bookings this month.
```

---

4. Refund Logic

If cancellation time ≥ 2 hours before slot

```
Refund: 100% of booking amount
```

If cancellation time < 2 hours before slot

```
Refund: 0
```

---

5. Post-Cancellation System Actions

After successful cancellation:

1. Slot becomes **available again**.

2. Owner sees cancellation in dashboard.

3. Refund processed automatically.

4. Booking marked as:

```
cancelled_by_player
```

---

6. Player Permissions

Player CAN:

- Cancel booking before slot start time.

- See refund amount before confirming.

Player CANNOT:

- Cancel after slot start time.

- Cancel more than 5 times per month.

---

7. Backend Data Tracking

Maintain per-player monthly stats:

```
playerCancellationStats:
  playerId
  month
  cancellationCount
```

Booking update on cancellation:

```
booking:
  status: cancelled_by_player
  refundAmount
  cancelledAt
```

Note:After each cancellation, send an email notification to the associated user: if the player cancels, notify the turf owner; if the turf owner cancels, notify the player via mail.

Change:3
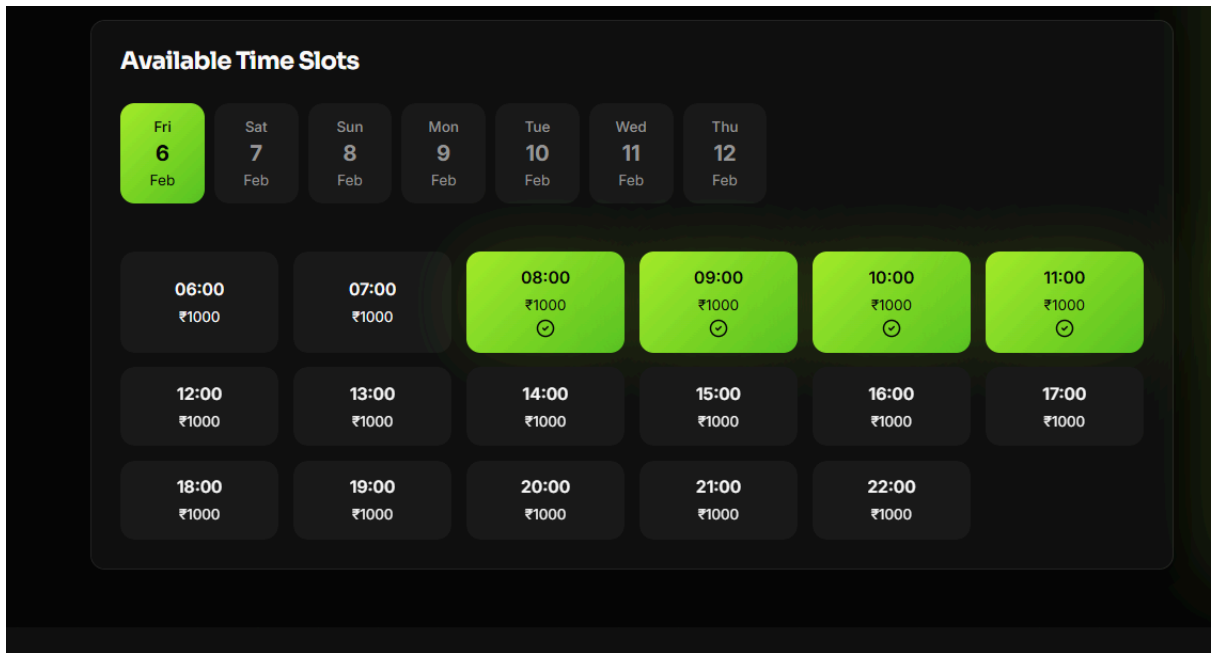
Feature: Slot hold limits and anti-blocking logic.

Important Instructions:

- **Do not change any existing core booking logic.**

- **Use optimized, fast, and efficient logic.**

- **Keep the current website color theme unchanged.**

- **This is mainly a backend logic enhancement.**

- **No countdown UI is required; hold timing is backend-controlled only.**

---

1. Slot Hold Limits

Core Rules

1. **A user can hold a maximum of 3 consecutive slots at a time.**

2. **Hold duration:**

`5 minutes`

3. **A user can have:**

Only one active hold per turf at a time.

4. **If hold expires:**

- **Slots must be automatically released.**

---

2. Slot Selection Validation

When user selects slots:

Step 1: Check slot count

If selected slots > 3:
Reject request

Show message:

You can reserve a maximum of 3 consecutive slots at a time.

Step 2: Check existing active hold

If user already has active hold on same turf:
Reject request

Show message:

You already have an active reservation on this turf.

Step 3: Create hold

If validation passes:

Set:

status = locked

```
lock_expires_at = current_time + 5 minutes
```

---

3. Hold Expiry Behavior

When hold expires:

System should:

1. **Automatically release slots.**

2. **Update slot status back to:**

```
available
```

This should be handled by:

- **Background job**

- **Or time-based validation during slot checks**

---

4. Optional Anti-Spam Cooldown (If Enabled)

If user lets a hold expire without payment:

```
Block new holds for 2 minutes.
```

During cooldown:

- **Reject new hold requests.**

Message:

```
Please wait before reserving slots again.
```

---

5. Scope Clarification

- **This logic applies only to:**

Temporary slot holds before payment.

- **No changes required to:**
  - **Booking confirmation logic**
  - **Payment logic**
  - **UI countdown timers**