

Project Title:

UniTicket SDK – One SDK to Book Them All

Vision Statement:

To unify the fragmented global ticketing systems across industries (airlines, railways, events, cinemas, concerts) with a **developer-first SDK** that provides seamless backend infrastructure to build, manage, and scale any ticket booking system.

Problem Statement:

Ticketing systems today are:






- **Industry-specific** (e.g. IRCTC, BookMyShow, Eventbrite).
 - **Redundant in development efforts** (every new startup builds from scratch).
 - **Closed APIs or monolithic solutions.**
 - Difficult to integrate for developers building **custom platforms**.
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Proposed Solution:

Create an **industry-agnostic**, plug-and-play **Go-based SDK** that:

- Handles ticket creation, booking, payment, seat availability.
- Supports events, transport, cinemas, and more.
- Uses Appwrite for auth, MongoDB for storage, Razorpay for payments.
- Deployable on any cloud with REST APIs.
- Open to integration into any frontend.

Target Users:

Segment	Use Case
 Developers	Integrate full booking backend into apps
 Startups	Build ticket-based platforms rapidly
 Transport Companies	Airlines, Railways, Bus Booking Engines
 Event Hosts	Conferences, concerts, exhibitions
 Cinemas	Movie chains & OTT screenings

⚙️ Core Features:

Module	Description
🎫 Ticket Booking	Select shows/events/flights and book with seat management
🪑 Seat Management	Real-time seat lock and update
💳 Payments	Integrated with Razorpay
🔑 Auth & Roles	Appwrite-based login, user roles
📦 SDK Package	Developer SDK to integrate easily
📊 Booking Logs	MongoDB log of each transaction
🌐 Cross-Domain Support	Can be used for events, movies, railways, etc.
🐳 Docker Support	Easily deployable via containers

🧱 Tech Stack:

Layer	Technology
Language	Go (1.21)
Authentication	Appwrite
Payments	Razorpay
Database	MongoDB
API Framework	Gorilla Mux (REST)
Deployment	Docker, Docker Compose
API Testing	Postman / Thunder Client
Documentation	Swagger (OpenAPI Spec)
Version Control	GitHub

Architecture Workflow:

User App → SDK/API → Appwrite (Auth)



MongoDB (Booking DB)








Razorpay (Payment)

Example Use Case:

Frontend: A startup building a movie ticket booking app.

Backend: They plug in your SDK, create show endpoints, manage seat locking, integrate Razorpay, and go live in 2 days — all without writing complex backend logic.

Monetization Model:

Model	Explanation
 SaaS Subscription	Monthly fees for hosted SDK (Cloud offering)
 Enterprise Licensing	Large companies can white-label the backend
 Per Booking Commission	Earn ₹1–₹5 per ticket booked via SDK
 Plugin Marketplace	Analytics, Loyalty Points, QR Code Add-ons
 Developer Tiering	Free → Pro → Enterprise API access limits

Business Strategy:

Stage	Activities
MVP (Now)	Bookings, seat manager, payments
Q2 2025	Multi-domain templates (flights, events, cinemas)
Q3 2025	Add webhook support, web dashboard
Q4 2025	AI-based demand analytics + mobile SDK
2026	Enterprise integrations (Amadeus, Sabre, IRCTC APIs)

Comparison with Existing Global Companies:

Feature	UniTicket SDK	BookMyShow	Eventbrite	Ticketmaster	Amadeus
Domain-Agnostic	✓	✗	✗	✗	✗
SDK for Devs	✓	✗	✗	✗	Partially
API-first	✓	✗	✓	✗	✓
White-label Support	✓	✗	✗	✗	✓
Easy Deployment	✓ (Docker)	✗	✗	✗	✗
Monetization	B2B SaaS	B2C	Event-based fee	Closed	GDS licensing

Unique Selling Points (USP):

- 💡 **First Go-based universal ticketing SDK**
- 🔓 **Open, plug-and-play REST APIs**
- 🌐 **Industry-agnostic** (works across domains)
- 👛 **Modular + scalable + secure**
- 📦 **Self-hosted or SaaS option**
- ⚙️ **No frontend required — backend focused**

💡 Long-Term Potential:

- 🔗 Integration with **flight APIs, rail networks, event discovery engines**
- 🔗 Partnering with ticket printers, kiosks, POS devices
- 🔗 Enabling **decentralized ticketing** with Web3 in the future
- 🔗 Real-time seat heatmaps, resale ticket marketplaces