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Merge of Facility-Discovery and Facility-Management into a Single Microservice

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Status

Accepted

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Context

Initially, the system design separated facility-related responsibilities into two distinct microservices:

- Facility Discovery: targeted at consumers searching for sports facilities.
- Facility Management: focused on providers managing listings.

While this seemed logical from a frontend perspective due to differing user roles and interfaces, the backend operations largely revolved around CRUD operations on shared entities (e.g., Facility, Calendar, Equipment, Pricing). This created duplication in models, validation logic, and inter-service communication overhead.

Decision

The two services have been merged into a single Facility (Subsystem) microservice that handles both provider-side management and consumer-side discovery functionalities.

Alternatives

Alternative	Pros	Cons
Keep separate services	Clear separation of concerns, potential for role-focused	Overhead in coordination, redundant models, unnecessary

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	scaling	service calls
Merge into single service (Chosen)	Simpler coordination, less duplication, easier maintenance	Slight increase in size of service, mixed concerns

Rationale

Merging simplifies the architecture by reducing duplication and improving maintainability. The domain entities were tightly coupled, and their usage patterns overlapped heavily. Backend workflows do not differ drastically between consumer and provider roles—making the distinction artificial in this case. This also reduces latency by eliminating inter-service API calls for shared operations (e.g., availability checks during booking).

Consequences

- · Simplified development and testing
- · Shared database access avoids sync issues
- Lower operational overhead

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