# Veterinary Clinic – Owner, Mobile, and Multi‑Pet Search Logic

This section finalizes the rules and behavior for searching, displaying, and managing multiple pets per owner, with multiple mobiles linked to the same owner.

## 1) Key Decisions

- Single canonical Owner per family (one owner record).  
- Multiple mobiles per Owner (family members) → any linked mobile returns that Owner.  
- Multiple Pets per Owner → each pet has its own Unique ID.  
- All pets for an Owner are linked to that Owner’s mobiles.

## 2) Search Behavior

### 2.1 Search by Mobile

- If mobile is linked to the Owner → show Pet chooser (cards for each pet: name, species/breed, age, Unique ID).  
- If mobile is not linked to any Owner → No match → options: Try another mobile / Back / Home / Continue to create new record.  
- Admin can later add that mobile to the Owner as an additional number so it works in the future.

### 2.2 Scan Barcode/QR (Unique ID)

- Show the associated pet (highlighted) and list other pets of the same Owner.  
- Allows switching if the wrong ID was scanned or the family brought another pet.

## 3) Mobile Ownership & Linking Rules

- One Owner record holds all mobiles[] (primary + additional).  
- Any mobile in that list resolves to that Owner in search.  
- If a family member’s number wasn’t added yet, it will not find the Owner until linked.  
- During Admin Completion, staff can add new family mobiles to the Owner.  
- Optional: OTP verification for new mobiles (non-blocking).

## 4) UX Details (Patient‑Facing)

- No match by mobile → “No record for this mobile” + Try another mobile / Back / Home / Continue to create new record.  
- Match by mobile → show Owner (name + primary mobile + “(+N more)”) and Pet chooser cards; click to Print Prescription per pet.  
- Match by Unique ID → open that pet highlighted + show sibling pets as selectable cards.

## 5) Data Model

- Table: owners (one) ⇄ owner\_mobiles (many)  
- Table: owners (one) ⇄ pets (many)  
- pets.unique\_id is immutable and pet-specific.