Nalladhu Phase 1.1 Requirement

1. Coupons **(Priority)**
    1. one time and multiple times usage coupons.
    2. Expiring and non expiring coupons.
    3. Flat price and percentage offer coupons

2. Header
    1. Identifying logged in user in header
    2. Remove About Us, Contact Us, Privacy Policy from Header
    3. Add “Order History” in header

3. Unfilled Slots
    1. End user cannot book beyond 30 days (should come from the manager tool)
    2. If no slots filled in after 45 days (should come from the manager tool) then Reminder email should be sent to vendor to fill the slots
    3.

4. Reminders
    1. Sending reminders to vendors and end users on upcoming events.
    2. 7 days and one day before the event.

5. Generate bills **(Priority)**
    1. Once the payment (Offline or Online) is made, receipt of the payment should be generated in the printable format.
    2. Both manager and end user can print the receipt at any time.

6. Logging mechanism

7. Price management
    1. Removing Flat price
    2. Slot price for variable price

8. Partnership - Vendor giving percentage to other vendor
    1. Make UI change in partnership settings page with an entry saying “Will be tracked manually”
    2. Wallet will be created

9. Product details page
    1. Move the slot drop box above the features with default value (immediate available slot)

10. Purchasing product on behalf of customer, Vendor should be able to override the final price **(Priority)**
11. **Selecting multiple slots (Priority)**
12. **Cancel booking**
    1. End user will be able to cancel the booking before the frozen date.
    2. Vendors can cancel the booking at any time.

13. **Post event settlement (Nalladhu Phase I 5.6)**
    1. Vendors can track all the transactions happened after purchasing the product
    2. After the initial purchase of the event, if any purchases/cancellation/update is made then at the end of the event, the vendor should make the entry in the tool and the amount should be settled.
        1. Credit Available for customer due prior purchase updates
        2. Newer Expenses during the event
        3. Newer Credit
        4. Total Expense / Credit - Amount and details should reflect in the customer and vendor's wallet.
        5. “Settle Amount” button - either it is pushing the fund to the customer or the customer pays the amount.
        6. Status of the event should change accordingly.

14. **Email and last name are not mandatory**