

BusValley Version 2.0

Product Roadmap Proposal

Ticket Edit • Partial Cancellation • Parcel Module

Prepared: 17 September 2026

Admin Backend • APIs • Mobile App • Passenger Website

This document merges the earlier **Ticket Edit & Partial Cancellation** proposal with a full assessment of the **Parcel** module. After reviewing the current Laravel codebase, Parcel is confirmed as **new product development** (no Parcel module, menus, APIs, or database tables exist today). Ticket Edit and Partial Cancel are **enhancements** to the existing Ticket / Cancel / Refund / Wallet stack.

Confidential — for BusValley client review

1. Why a Product Roadmap (Not Feature-by-Feature)

The requested work is no longer a set of isolated change requests. Features are interconnected: **Wallet** → **Ticket Editing** → **Partial Cancellation** → **Parcel** → **Journey List** → **Reports** → **Agents** → **App**.

If these are built one by one without an agreed roadmap, the same booking, payment, permission, and report code will be rewritten repeatedly. A phased roadmap reduces rework, protects live operations, and gives clear scope / hours per phase.

Strong recommendation: spend 2–3 days on a formal SRS (database, APIs, UI flows, permissions, reports, acceptance criteria) before coding Phase delivery. That usually saves weeks of rework.

2. Codebase Reality Check (Current Laravel)

Area	In code today?	Classification
Full ticket cancel + policy fees + refund lists	Yes	Enhance
Admin / passenger cancel & refund permissions	Yes	Extend
Passenger Wallet (tables, admin, API)	Yes (foundation)	Enhance / complete
Coupon, partial payment, reports	Partial / existing patterns	Enhance
Ticket Edit after booking	No	Enhancement on Ticket
Partial (per-seat) cancellation	No	Enhancement on Ticket/Cancel
Parcel / cargo / bill of lading	No module, no tables, no menus	NEW PRODUCT MODULE

Parcel verdict: This is practically a **new product** inside BusValley — settings, pricing, booking, trip linkage, tracking, reports, edit, and audit. It should not be estimated as a small ticket tweak.

3. Merged Delivery Focus (This Proposal)

This PDF focuses on the three highest-impact interconnected items previously discussed:

- **A.** Ticket Editing (enhancement)
- **B.** Partial Cancellation (enhancement)
- **C.** Parcel Management (new module)

They depend on money flows (wallet/refunds), seat/trip inventory, permissions, journey list, and reports. Recommended order: finish/stabilize Wallet & finance rules first where needed, then Ticket Management, then Parcel.

A. Ticket Editing (Enhancement)

Allowed fields after booking:

- Journey date
- Pickup stand
- Drop stand
- Seats
- Note
- Edit limits (how often / until when)
- Company-wise change fees
- Audit logs

System behavior:

- Validate seat availability for the new date/segment.
- Recalculate fare; apply change fee rules by company.
- Charge/refund difference (wallet and/or other methods — to be confirmed).
- Permission: who can edit (admin / agent / company / passenger).

B. Partial Cancellation (Enhancement)

- Cancel selected seats only (not always full booking).
- Recalculate fare and cancel fee using existing policy engine (pro-rated).
- Refund via wallet / pending ops path (same patterns as full cancel).
- Release only cancelled seats back to inventory.
- Remaining seats stay valid on the booking.
- Permission-based: office vs online, role grants in Role → Permissions.

C. Parcel Management (NEW MODULE)

Greenfield module with admin + API + (later) app/website surfaces. Scope includes:

- Settings: weight, dimensions, parcel types, pricing rules
- Booking + trip selection + auto pricing
- Bill of Lading
- Tracking status lifecycle
- Edit parcel + audit logs
- Reports (and later Journey List / Agent commission integration)
- Permissions for who can book / edit / cancel / view reports

4. Permission Model (Admin)

BusValley already uses role-based menu permissions (Create / Read / Edit / Delete). New capabilities will follow the same pattern so management controls access per role.

Capability	Super Admin	Agent	Company / Office	Passenger
Edit ticket	Always	Optional grant	Optional grant	Limited / TBD
Partial cancel	Always	Optional grant	Optional grant	Own bookings
Full cancel (existing)	Always	Existing cancel perms	Existing	Own bookings
Parcel book / manage	Always	Optional grant	Optional grant	TBD
Parcel reports	Always	Optional grant	Optional / scoped	No

5. Recommended Phased Roadmap (V2.0)

Below is the full V2 roadmap. **Phases 2 and 3** are the merge of Ticket Edit / Partial Cancel / Parcel. Phase 1 is listed because money rules affect both ticket and parcel.

Phase	Focus	Hours
1. Wallet & Finance foundation	Wallet complete, coupons, partial payment, refund/cancel reports, EOD	120–140
2. Ticket Management	Ticket edit, partial cancel, ticket improvements (logo, WhatsApp, O/W–RT)	110–130
3. Parcel (NEW MODULE)	Full parcel product: settings → booking → tracking → reports	150–180
4. Journey & Trip	Journey list upgrades, trip publish, future price/time, pre-trip, open RT	100–120
5. Agent module	Dynamic commission, shipping rate, company rules, permissions	40–60
6. Mobile app enhancements	Verification, social login, reviews, dark mode, referral, points	90–120
7. Miscellaneous	Blacklist, validation, RTL, RT cancel logic, misc reports	40–60
Total (all V2 phases)		≈ 650–810

For this merged proposal (Ticket Edit + Partial Cancel + Parcel only): about **260–310 hours** (Phase 2 + Phase 3), plus any unfinished Phase 1 wallet/refund gaps required as dependencies.

6. Suggested Build Order for Ticket + Parcel

Step	Work	Why
1	Stabilize wallet / refund / cancel fee rules needed by edit & partial cancel	Avoid rebuilding money twice
2	Ticket Edit + Partial Cancel (backend + admin permissions + APIs)	Shared booking/seat inventory layer
3	Mobile + website for ticket edit / partial cancel	Uses stable APIs
4	Parcel module foundation (schema, settings, pricing, booking, BOL)	New product; depends on trip + payments
5	Parcel tracking, edit, audit, reports	Ops readiness
6	Parcel on journey list / agent commission / app (as needed)	Cross-module integration last

7. Clarifications Before Development

Parcel (new module)

- Can one booking contain multiple parcel items?
- Can a parcel travel without a passenger ticket?

- Can a parcel move to another trip after loading?
- Should parcels support COD (Cash on Delivery)?
- Who receives the parcel (OTP / ID verification)?

Ticket editing

- Should price increase/decrease be paid via wallet only, or any payment method?
- What happens if the new trip/date becomes full after edit starts?
- Passenger: full edit, or note / pickup-drop only?

Partial cancellation / wallet

- Are refunds always sent to wallet, or back to original payment method?
- Can wallet money expire? Transfer? Negative balance?

Journey / agent (affects Parcel later)

- What happens if a parcel is cancelled after loading?
- Are parcel revenues shown separately from ticket revenues?
- Agent commission on parcel: per company only, or also route/trip?

8. Outcome After Ticket + Parcel Delivery

- Management controls who can edit tickets or partially cancel via Role permissions.
- Customers/staff can cancel selected seats with correct fee/refund.
- Staff can correct bookings (date, seats, stands, note) without recreating tickets.
- Parcel becomes a first-class BusValley product: book, price, track, report.
- Mobile, website, and admin stay aligned through shared APIs.

Next step: Confirm clarifications in Section 7, then approve either (1) SRS for Phases 2–3 only, or (2) full V2 SRS for all seven phases. Coding should start only after SRS sign-off for the chosen phase.