PROJECT MANAGEMENT INDUSTRIES PRESENTATION

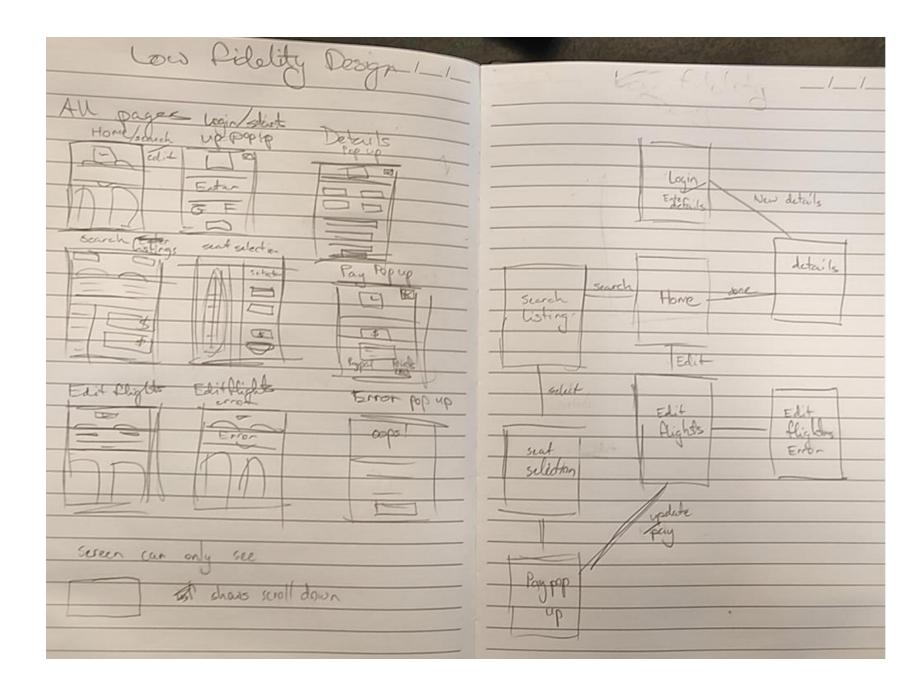
INTRODUCTION

• Project Management Industries has spent the last couple of months working hard on our flight management system. We've been making steady progress towards our goal and have mostly spent our recent time developing our project deliverable, which is being developed by Tom, who's in charge of back/front-end development, and Matt, who created the UI and styling of the program. In this presentation we'll mainly be going over these parts, as well as various other parts of our project's documentation to showcase our progress in that stage of the project.

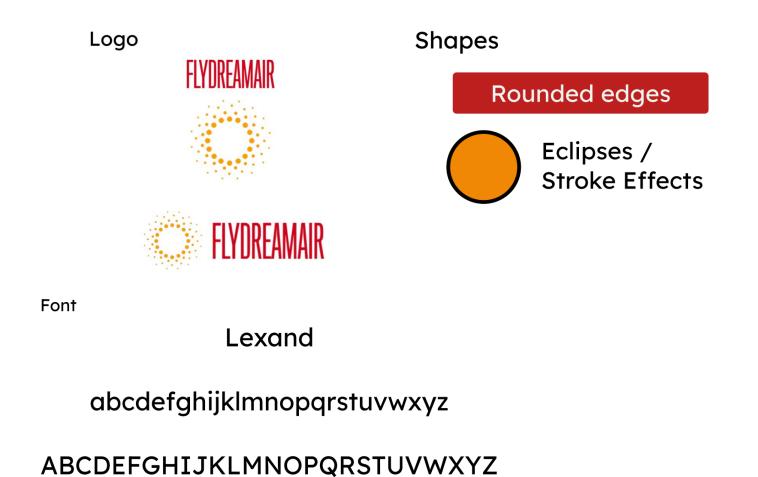
DOCUMENTATION

• Here's a showcase of Ryan's report formatting. He's had experience in previous projects with the report creation/formatting, so the job was entrusted to him.

LO-FI PROTOTYPE



STYLE GUIDE SHOWCASE



abcde

Colours



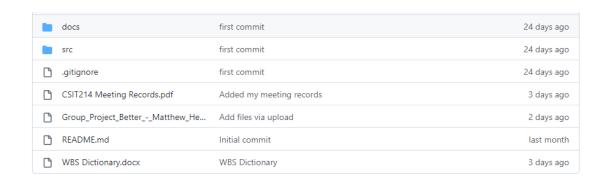


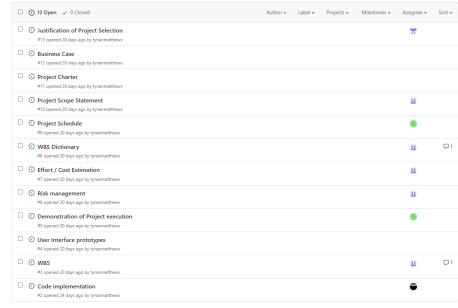
UI DESIGN PRINCIPLES/REASONING

• The rationale behind Matt's UI design was one of minimalist, flat design principles with a dual tone colour design (along with black and white). Although this is intended to be a website, a more mobile/tablet-like approach was taken to the design, with a focus on minimising a lot of information overload that a lot of other booking sites suffer from. Our project also benefits from its relatively simpler design/goals, with more of the focus being funneled into flight booking exclusively, rather than all the other extraneous features other booking sites must implement in their own websites. These simplistic design principles are expected to attract a lot of new customers who may have had past grievances with other flight booking systems.

FRONT/BACKEND DEVELOPMENT

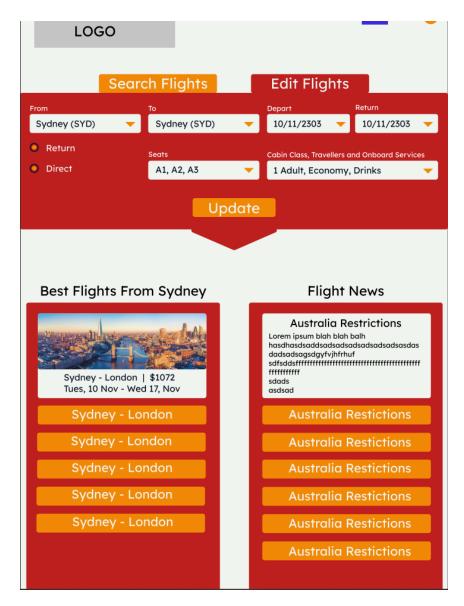
• Tom has been working hard on the deliverable of our project, which is a website programmed using React JavaScript for the front-end, and Python for the backend. For its development, as well as for other aspects of the project, we've employed the use of GitHub to track the versions of the deliverable through the project's time





FRONT/BACKEND DEVELOPMENT CONT.

• Although Matt's UI designs gave a good idea for the general styling and ethos of the website, a lot of the features present in his prototype had to be cut down so that the essential functionality could be implemented within the time scope of the project and to limit the potential for scope creep. Matt's UI was also a bit to mobile-oriented, so the UI elements had to be rearranged to suit a website context better.



An example of Matt's UI Design

HI-FI PROTOTYPE SHOWCASE

PROTOTYPE DELIVERABLE SHOWCASE