

Ideation Phase

Navigating Flight-Booking-app Template

Date	31 January 2025
Team ID	LTVIP2025TMID52738
Project Name	Navigating Flight-Booking-App
Maximum Marks	4 Marks

Navigating Flight-Booking-App & Idea Prioritization Template:

Creating a **flight booking app** involves streamlining complex travel information into a clear, intuitive user interface that supports seamless navigation across devices. An effective app design should enable users to easily explore available flights, filter results, manage bookings, and complete secure transactions. During brainstorming, the emphasis should be on creating user-centric navigation patterns—such as logical menu structures, real-time search suggestions, and simplified checkout flows. Prioritizing usability over complexity allows for the development of a smart and accessible platform. Teams are encouraged to collaborate creatively and iterate rapidly to deliver a frictionless travel booking experience.

Use this template to map out your app's navigation and user flows collaboratively, whether you're working remotely or in person.

Reference: [https://ui8.net/slabdsgn/products/the-flight---flight-booking-app-ui-kits---Flight-Booking-App-UI-Kit-\(for-design-and-navigation-planning\)](https://ui8.net/slabdsgn/products/the-flight---flight-booking-app-ui-kits---Flight-Booking-App-UI-Kit-(for-design-and-navigation-planning))

Step-1: Team Gathering, Collaboration and Select the Problem Statement



Flight-booking app

Use this template in your brainstorming sessions to ideate and refine concepts for a flight-booking app.

- ⌚ 10 minutes to prepare
- ⌚ 1 hour to collaborate
- 👤 2-8 people recommended

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Before you collaborate

A little bit of preparation goes a long way with this session. Here's what you need to do to get going.

⌚ 10 minutes

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Define your problem statement

What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

⌚ 5 minutes

Team gathering

Define who should participate in the session and send an invite. Share relevant information or pre-work ahead.

How might we _____
(your problem statement)

Set the goal

Think about the problem you'll be focusing on solving in the design session



Key rules of brainstorming

To run a smooth and productive session

Step-2: Flight-Booking-App, Idea Listing and Grouping

The flight booking ER-diagram represents the entities and relationships involved in a flight booking system. It illustrates how users, bookings, flights, passengers, and payments are interconnected. Here is a breakdown of the entities and their relationships:

USER: Represents the individuals or entities who book flights. A customer can place multiple bookings and make multiple payments.

BOOKING: Represents a specific flight booking made by a customer. A booking includes a particular flight details and passenger information. A customer can have multiple bookings.

FLIGHT: Represents a flight that is available for booking. Here, the details of flight will be provided and the users can book them as much as the available seats.

ADMIN: Admin is responsible for all the backend activities. Admin manages all the bookings, adds new flights, etc.

Step-3: Idea Prioritization

Idea	Importance	feasibility	Position grid
Real-time Flight Tracking	High	Medium	Top-left quadrant
One-click Booking	High	High	Top-right quadrant
Live Chat Support	Medium	High	Mid-right
Voice Search for Flights	Medium	Low	Bottom-left
Loyalty Points Integration	High	Medium	Upper-mid