**PROJECT OVERVIEW**

BUILD A RESPONSIVE SEAT BOOKING WEBSITE

Mean objective: Create a web UI designer and front-end developer for a cinemas and theaters management company, helping to enable users to book and view their seats smoothly across different devices.

**Project Scenario**

The team at Moviezland Theaters is trying to increase their revenue from the cinemas and theaters they manage. To do this, the company wants to **enable users to book their seats on-the-go** more easily, guaranteeing a smooth experience. Do users only reserve their seats from their desktop? Many users book their seats on-the-go when they're out with friends, deciding for a last-minute movie night. How to enable users to understand the seat map easily on a small screen? How to enable a good experience on a tablet? For example, a significant portion of users may reserve their seats at home from their couch, planning a family evening out.

Moviezland Theaters wants you to provide an initial prototype, imagining how a **responsive seat booking web** interface may look like: mapping the seats, showing what seats are available and occupied, and adapting the map to the screen size. The company also wants you to come up with different controls that can change depending on the screen size. For example, buttons and seats should be bigger on a mobile screen, or the interface may change entirely on certain devices. You may replace the seat map with a sector area map, which can be zoomed by tapping on each area, to show only a portion of the seats on the smallest screens. The team will use your prototype to test the user interface, and connect it to the rest of their app and database. It is sufficient to display the selected seats on screen: the team will work later on integrating it with the rest of their seat management app. This feature will help increasing bookings by optimizing the experience for many devices and situations, ultimately making it easier, more rapid and more pleasant, for users to book their shows.

**Project Objectives**

1. Prototype a responsive seat map visual layout maximizing cross-device usage
2. Connect the visual seat map to a grid of seats (columns and rows) to be used for booking
3. Change the controls dynamically, depending on screen size, to increase booking completions

**Layout Example**

Moviezland Theaters has provided you with an example of one their cinemas layout:

A blue squares on a white background

Description automatically generated