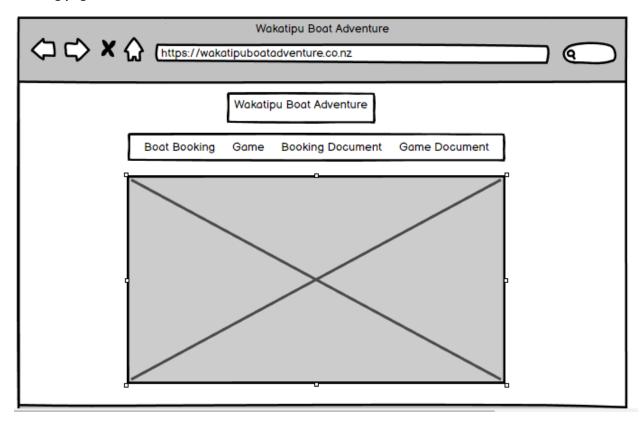
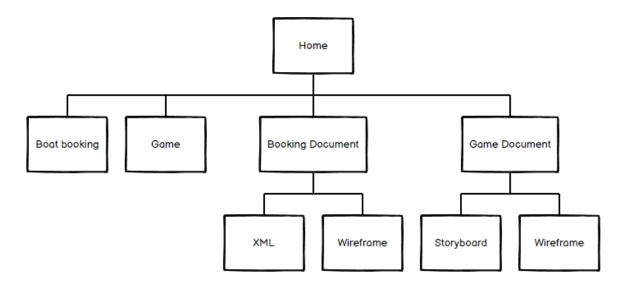
Landing page wireframe



Instruction:

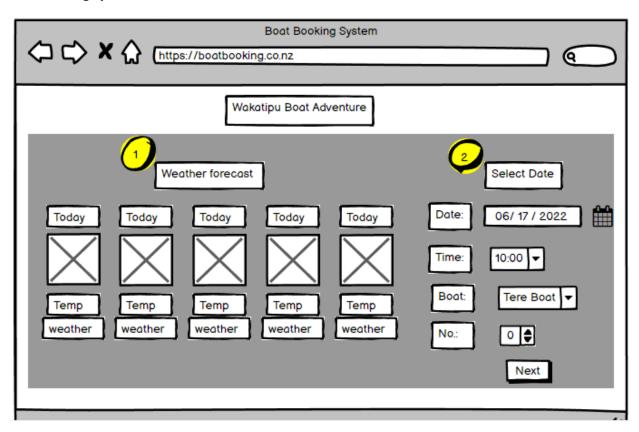


Menu list:

- 1. 'Boat Booking' takes user to the booking page.
- 2. 'Game' takes user to the game page.

- 3. Drop-down lists for 'Booking Document' provides user the XML files and wireframe of the booking system.
- 4. Drop-down lists for 'Game Document' provides user the storyboard and wireframe of the game.

Boat booking system wireframe



1. Booking can be made for today and the next 4 days.

Check the weather for availability of booking – no rain and weather above 14 centigrade.

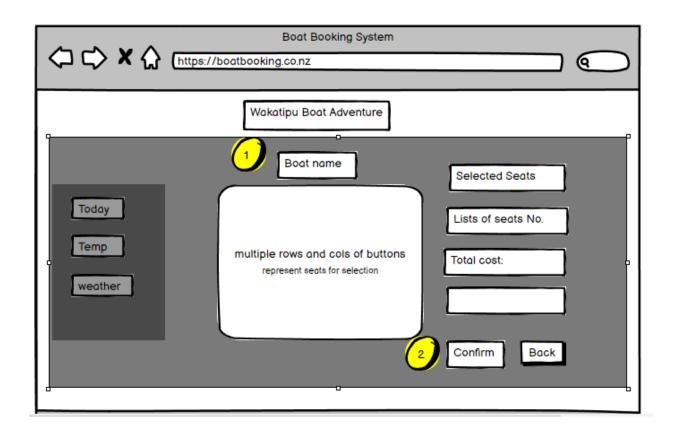
2. Select date,

Time (10am or 14pm),

Boat (Tere - (Quick Boat) or Nui - (Big Boat)),

Number of passengers.

Click 'Next' to go to next page.

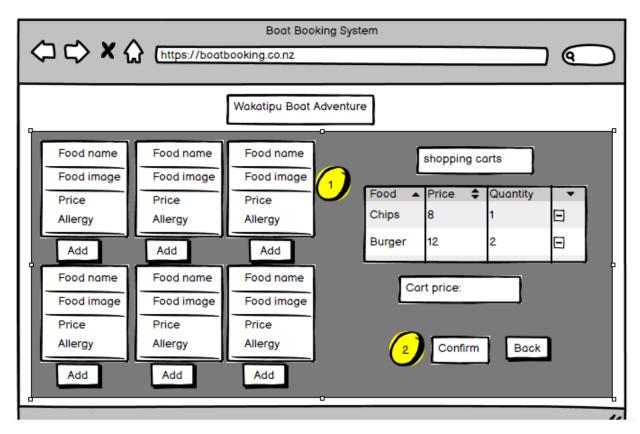


1. Select seats from the lists of buttons

The seat selected and the costs accordingly will appear under the right panel.

2. Click 'Confirm' to go next page.

Click 'Back' to go back to previous page to change boat, date, time, or number of passengers.



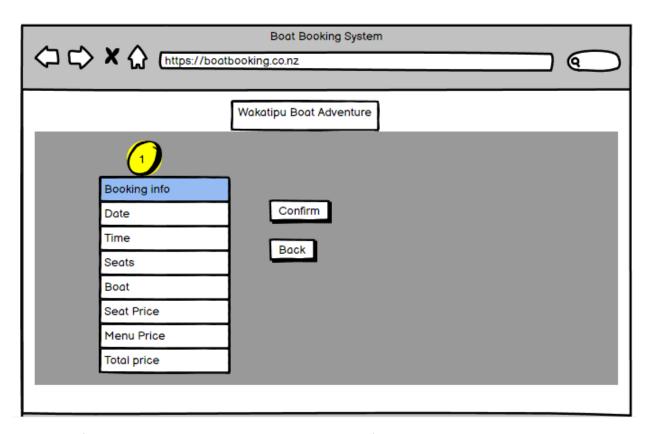
1. Add food to the cart.

The food selected and the price will show up under shopping carts.

Change quantity by clicking on the image or by changing number in the shopping carts

2. Click 'Confirm' to go next page.

Click 'Back' to go back to previous page to change the seats selected.



- 1. All the information will be displayed under the Booking info page.
- 2. Click 'Confirm' to confirm the booking.

Click 'Back' to reselect.