PRESENTED BY

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Project Overview

I will be the web UI designer, utilizing my front end development skills to create a theatre seat booking web application that is multi-device usable.

Project Solution

As the team at Sugarland 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.

I will be providing an initial prototype for Sugarland theatres, 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. I will be coming up with different controls that allow the website to change depending on the screen size. For example, the buttons and seats would be bigger on a mobile screen, or the interface may change entirely on certain devices. I will 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 Sugarland theatre team will utilize my 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 Deliverables

Object 1	I will be creating a responsive visual layout
Object 2	I will create the seat/area map structure in JavaScript
Object 3	I will be switching between the desktop seat map and the areas mobile layout
Object 4	I will create the seat map detail of each seat area
Object 5	I will be selecting a seat and send the data back to the server

Project link: