

In-Flight Entertainment Display Project Requirements CMSC 437 – Summer 2022

An in-flight entertainment system is a system that provides multiple functionalities to the passengers during a flight. The following picture shows an example of such a system. The display is a touch screen display to facilitate the interaction.



In this project we design and implement an in-flight entertainment system. The display uses a web browser for presentation and interaction. The following list presents the requirements.

1. Functional requirements

1. Passenger shall select a category of entertainment, i.e. movies, computer game, flight info, food menu, etc.
2. Passenger shall browse the entertainment items under a category.
3. Passenger shall select an entertainment item.
4. Passenger shall call a flight attendant at all times.
5. Passenger shall place a food order.
6. Passenger shall pay for the ordered food using credit card, or points from a loyalty program.
7. Passenger shall make a phone call using credit card or points from a loyalty program.
8. Passenger shall choose to receive the purchases receipts by email or SMS.
9. Passenger shall review the list of purchases and request a second copy of receipt.
10. Passenger shall declare an emergency situation at all times.

2. Usability requirements

1. Passenger shall manipulate user interface components with fingers.
2. Passenger shall be able to navigate the system without any trainings.

3. User profile

1. User may have any level of education.
2. User may be at any age.
3. User may have some experience in using touch screen systems such as a smart mobile.

4. Context of use

1. The system is used in a civil airplane.
2. Every passenger has a system available on the passenger's seat.
3. The user interface shall be responsive, i.e. supporting different screen sizes. The system can be used with multiple screen sizes including a mobile phone screen in a portrait layout or a landscape layout.