UNIVERSITY OF CALOOCAN CITY
COMPUTER ENGINEERING DEPARTMENT

Software Design

Progress Report No. 2

Product Road Map

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I. Objectives

These objectives ensure that the design phase of your Product Road Map leads to a user interface (UI) for the resort website that is both effective and engaging to use.

- To create an appealing look that matches the resort’s quality and style to attract customers.
- To show products clearly that displays high quality photos and room information clearly.
- To ensure website structure and booking flow must be designed so guests can find the room details and complete the booking process with minimal number of clicks.

II. Methods

- Sketch the Site Map: Create a simple diagram of all the website's pages (Home, Rooms, Contact, etc.) to ensure every part is easily found and structured logically.
- Draw Page Layouts (Wireframes): Create simple sketches for the main pages, like the Room Selection Page and the Room Detail Page, focusing on where to place photos, prices, and the "Book Now" button.
- Map the Booking Flow: Design the step-by-step process a guest follows to book a room. This method aims to prove the booking can be completed in the minimal number of clicks (e.g., three or four clicks).

III. Results

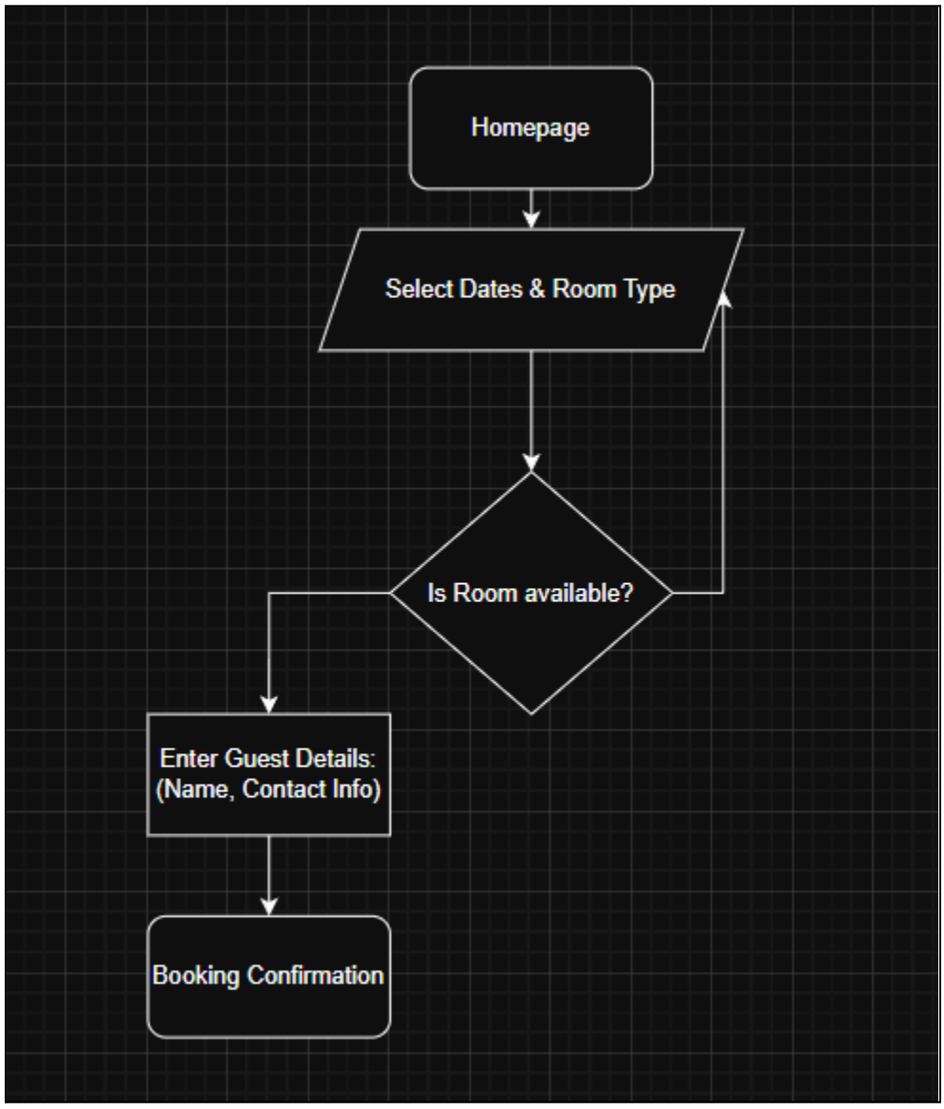

Figure 1. Resort Website Booking User Flow

As illustrated in the figure, the booking process begins at the **Homepage**. The user then proceeds to the **Select Dates & Room Type** stage, which serves as the primary input. The flow enters a decision node asking, "**Is Room available?**". This logical progression demonstrates that a complete reservation can be achieved in just four primary steps, fulfilling the design objective of intuitive navigation with minimal clicks.

IV. Conclusion

We are planning to create a user-friendly User Interface (UI) for a booking process for the resort website. We want to ensure that it's easy to navigate as much as possible to provide a smooth transaction and booking process for the online bookers.

References

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[2] Shneiderman B. and Plaisant C.. “Designing the User Interface: Strategies for Effective Human-Computer Interaction,” 6th ed., Pearson, 2016.