Designing a Smart Sports Facility Booking Experience for Campus Students

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Link to figma :
https://www.figma.com/design/PFbAyzbOjuTmCWv9evOnvu/Campus-Sports-Booking-app?node-id=0-1&t=JefIXHYCihPaWw7C-1

This app design for "Sport Space" focuses on making it easy for campus students to reserve sports facilities for both compulsory activities and independent bookings. The user journey flows from onboarding (welcome, login, and signup) to browsing and selecting sports, choosing time slots, reserving equipment, and confirming bookings. Key design elements include clear differentiation between compulsory hours and open booking hours, real-time availability checks, and the inclusion of equipment options to make the booking process comprehensive.

This design ensures a user-friendly experience, reducing confusion and making it straightforward for students to reserve sports facilities based on their preferences and the available schedule.
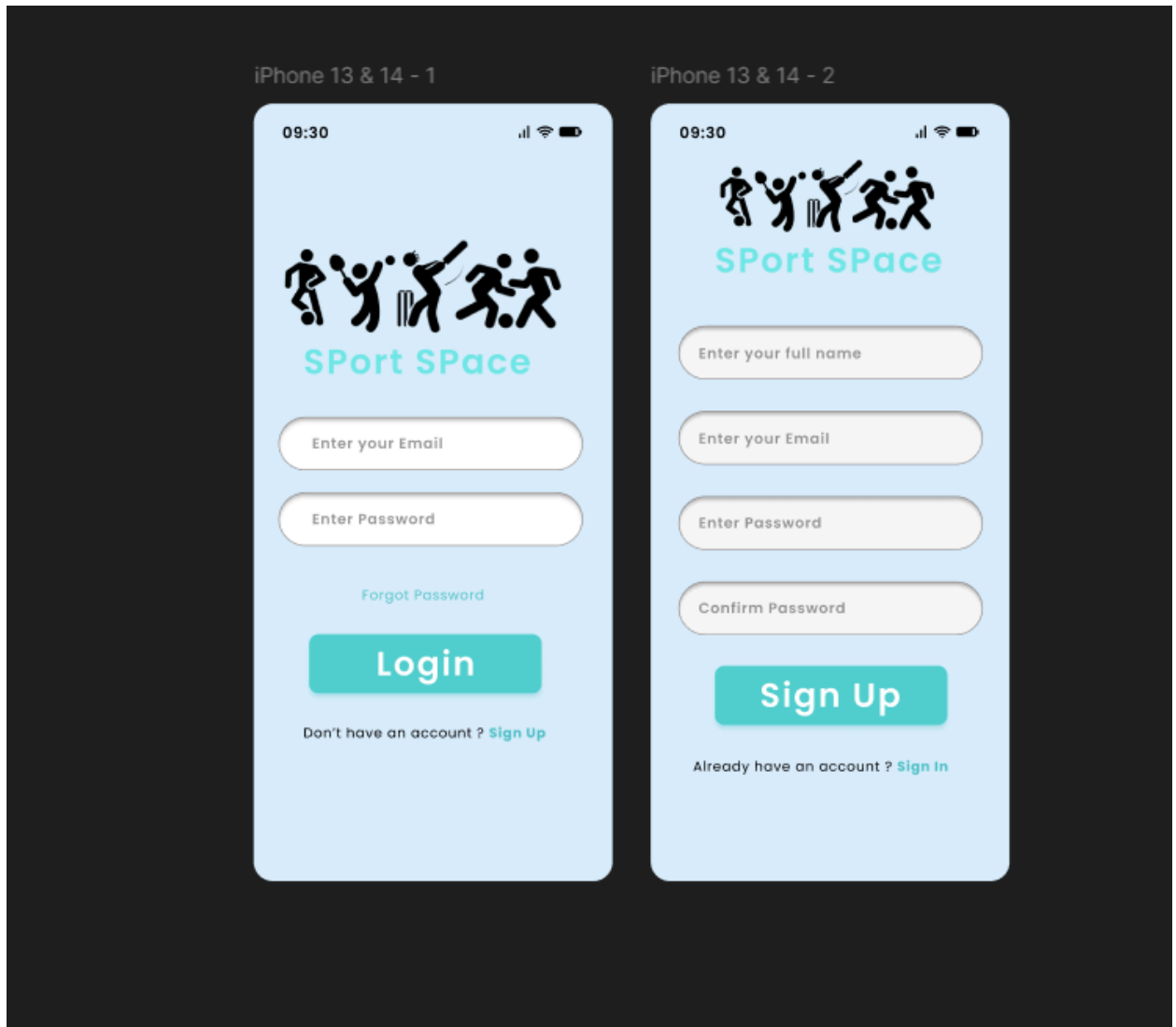
Welcome Screen

- **Description**: This screen introduces users to the app with a clean and welcoming interface. It features the app logo, app name ("Sport Space"), a tagline, and a prominent "Get Started" button to guide users to the login or signup page.
- **Purpose**: To provide a first impression of the app and guide users toward the next step.

Login Screen

- **Description**: The login page contains fields for email and password input, along with a "Login" button. There is also a "Forgot Password?" link for password recovery and an option for new users to sign up.
- **Purpose**: Enables existing users to securely log into the app and access their accounts.

Sign Up Screen

- **Description**: This screen allows new users to create an account. It includes fields for email, password, and confirm password input, along with a "Sign Up" button.
- **Purpose**: Facilitates new user registration, providing an option for first-time users to join the app.

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Home Screen

- **Description**: The home screen displays a grid or list of available sports activities (like football, cricket, basketball, etc.), each represented by an icon or image.
- **Purpose**: Allows users to view and select different sports activities they are interested in booking or learning more about.
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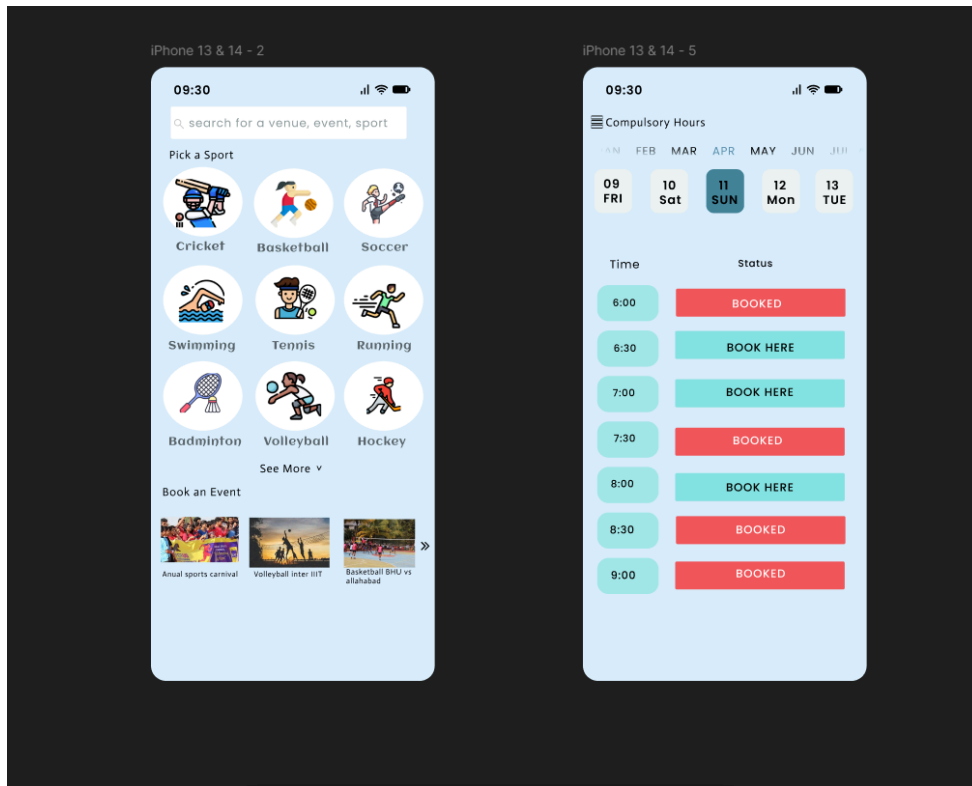
FLOWCHART

Date Selection Screen

- **Description**: This screen allows users to choose a date for their booking by presenting a calendar view. The days available for booking are highlighted, and users can tap a day to proceed with booking.
- **Purpose**: Helps users select a preferred date for reserving sports facilities based on availability.

Time Slot Selection Screen

- **Description**: A list of available time slots is displayed for the selected date, with slots differentiated by color to indicate "compulsory hours" and "open booking hours."
- **Purpose**: Enables users to select a specific time for booking while clearly displaying whether the slot is a fixed compulsory hour or available for independent booking.

Booking Confirmation Screen

- **Description**: Shows a summary of the selected date, time, and activity for booking confirmation. It provides options to confirm or cancel the booking.
- **Purpose**: Allows users to verify their booking details before finalizing, reducing the chance of booking errors.
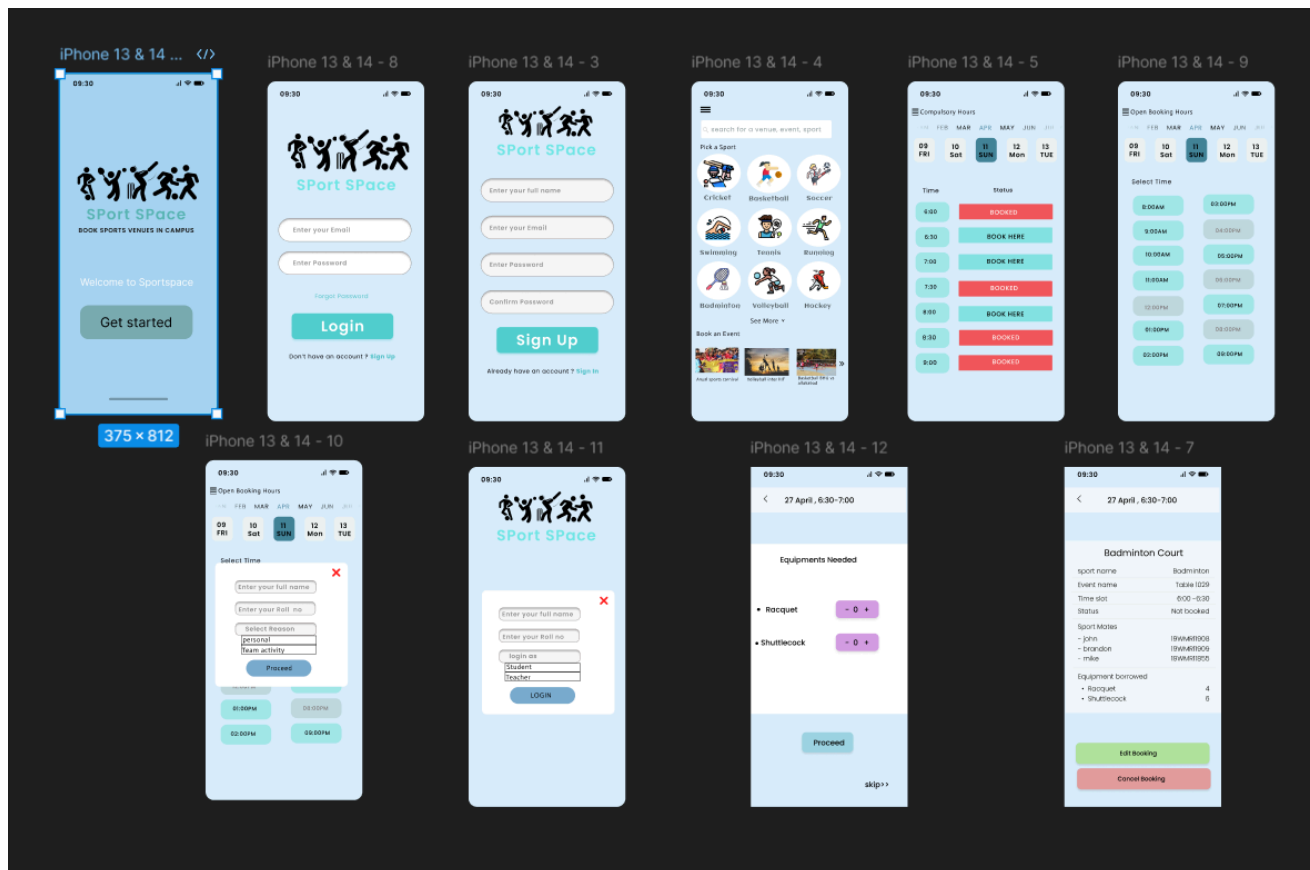
Equipment Selection Screen

- **Description**: Users can select the equipment needed for their chosen activity. Equipment options (such as balls, rackets, etc.) are shown, with checkboxes to select what's needed.
- **Purpose**: Enhances the booking process by allowing users to reserve any additional equipment they might need during their session.
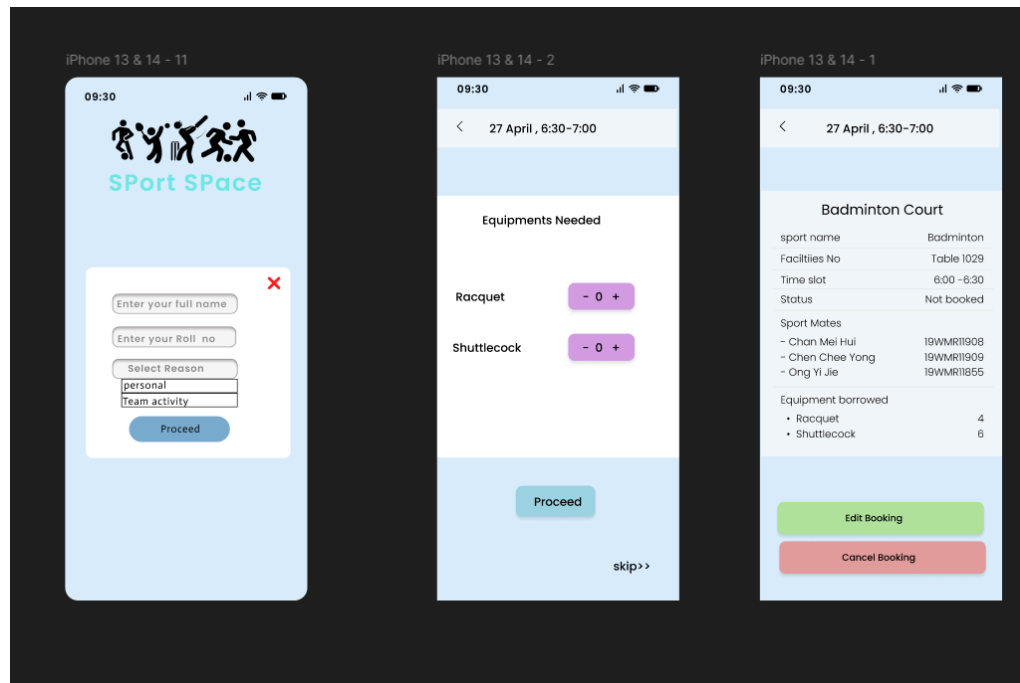
Booking Summary Screen

- **Description**: Provides a complete summary of the booking, including the selected sport, date, time, and any reserved equipment. Users can tap "Proceed" to finalize.
- **Purpose**: Displays a final overview of all booking details for users to review before confirming.

Confirmation Screen

- **Description**: A detailed confirmation of the booking, with the option to edit or cancel the reservation if needed.
- **Purpose**: Confirms the booking has been made successfully, allowing users to view their reservation and make any last-minute changes.

User Personas

- **Compulsory Participants**: Students required to attend group activities as part of their coursework or training.

- **Independent Practitioners**: Students who want to book sports facilities for personal practice or casual play during their free time.

Wireframes

- **Home Screen**: Shows facility categories (e.g., football, basketball).
- **Availability Screen**: Shows available time slots, distinguishing between compulsory and open hours.
- **Booking Screen**: Allows students to select a time slot and confirm their booking.

Conflict Resolution Approach

- **Real-time Notifications**: If a student attempts to book a slot already selected by another user, a notification will alert them to choose a different time.
- **Alternative Suggestions**: The system will suggest nearby available slots if a preferred time slot is occupied.

Reasoning Document

- **Structure & Layout**: Simplified to be user-friendly with quick access to bookings.
- **User Flow**: Prioritizes ease of navigation from facility selection to booking.
- **Fixed vs. Open Hours**: Fixed hours are labeled clearly; open hours are highlighted for independent bookings.