IdeationPhase
NavigatingFlight-Booking-appTemplate

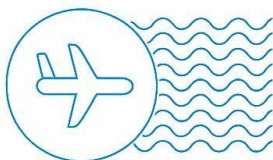| Date	31January 2025
TeamID	LTVIP2025TMID52738
ProjectName	NavigatingFlight-Booking-App
MaximumMarks	4 Marks

NavigatingFlight-Booking-App&IdeaPrioritization Template:

Creating a **flight booking app** involves streamlining complex travel information into a clear, intuitive user interface that supports seamless navigation across devices. An effective app designshouldenableuserstoeasilyexploreavailableflights,filterresults,managebookings, and complete secure transactions. During brainstorming, the emphasis should be on creating user-centric navigation patterns—such as logical menu structures, real-time search suggestions, and simplified checkout flows. Prioritizing usability over complexity allows for the development of a smart and accessible platform. Teams are encouraged to collaborate creatively and iterate rapidly to deliver a frictionless travel booking experience.

Usethistemplatetomapoutyourapp'snavigationanduserflowscollaboratively,whether you'reworkingremotelyorin person.

Reference:https://ui8.net/slabdsgn/products/the-flight---flight-booking-app-ui-kits—*Flight Booking App UI Kit (for design and navigation planning)*

Step-1:TeamGathering,CollaborationandSelecttheProblemStatement

Flight-booking app

Use this template in your brainstorming sessions to ideate and refine concepts for a flight-booking app.

- ⏱ 10 minutes to prepare
- ⏱ 1 hour to collaborate
- 👥 2-8 people recommended

1

Before you collaborate

A little bit of preparation goes a long way with this session. Here"s what you need to do to get going.

⏱ 10 minutes

Team gathering
Define who-should participate in the session and send an invite. Share relevant information or pre-work ahead.

Set the goal
Think about the problem you'll be focusing on solving in the desig session

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Define your problem statement

What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstroom.

⏱ 5 minutes

How might we ___
[your problem statement]

Key rules of brainstorming
To run an smooth and productive session

Step-2:Flight-Booking-App,IdeaListingandGrouping

TheflightbookingER-diagramrepresentstheentitiesandrelationshipsinvolvedinaflightbooking system. It illustrates how users, bookings, flights, passengers, and payments are interconnected. Hereisabreakdownoftheentitiesandtheirrelationships:

USER: Representstheindividualsorentitieswhobookflights.Acustomercanplacemultiple bookings and make multiple payments.

BOOKING: Representsaspecificflightbookingmadebyacustomer.Abookingincludesaparticular flight details and passenger information. A customer can have multiple bookings.

FLIGHT:Representsaflightthatisavailableforbooking.Here,thedetailsofflightwillbeprovided and the users can book them as much as the available seats.

ADMIN:Adminisresponsibleforallthebackendactivities.Adminmanagesallthebookings,adds new flights,etc.

Step-3:IdeaPrioritization

Idea	Importance	feasibility	Positionon grid
Real-time Flight Tracking	High	Medium	Top-leftquadrant
One-clickBooking	High	High	Top-rightquadrant 🟩
LiveChatSupport	Medium	High	Mid-right
VoiceSearch for Flights	Medium	Low	Bottom-left
LoyaltyPoints Integration	High	Medium	Upper-mid