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Project Overview & Objectives

FlyDreamAir is a web-based prototype that covers the core airline journey, flight search and booking, seat selection, and in-flight add-ons, aimed at improving customer experience and operational efficiency. It showcases a practical, scalable approach to airline self-service while aligning with the project's focus on the main booking flow

Objectives:

- Build a functional booking platform customers can use end-to-end.
- Enable seat selection and in-flight service ordering within the same flow.
- Enhance usability and satisfaction through a clear, intuitive interface.
- Deliver a prototype that's scalable for future airline expansion.



Justification

We chose to go with Booking & in-Flight Add-Ons Prototype because it targets the airline's main user journey, like:

- Searching for flights
- selecting seats
- ordering in-flight services
- Managing bookings online

This supports FlyDreamAir's goal of improving efficiency and providing customs with a comfortable online experience



Business Case

Problem:

FlyDreamAir currently relies on manual and third-party systems for flight booking and customer service, which causes delays, data inconsistencies, and limited scalability.

Solution:

Develop a centralized digital platform that streamlines bookings and management, reduces staff workload, and enables accurate data handling. The platform supports future expansions such as loyalty programs and real-time flight updates.





Project Charter & Scope

Project Charter Highlights

- Web-based system for booking & managing flights
- Includes seat selection & in-flight orders
- 12-week project timeline
- Success = working prototype, on time & within budget
- Inclusions: booking, seat, service
- Exclusions: payment gateway, mobile app
- Assumptions: demo only, simulated data, team of 5

WBS & Project Schedule

WBS:

- divides project into 4 major phases
- Helps assign tasks and track progress
- Improves team coordination and time control
- Each task linked to a deliverable

Schedule Summary:

- Week 1–3: Planning (Charter, Scope, WBS)
- Week 4–8: Design & Development (UI, Implementation)
- Week 9-11: Testing & Execution (Reports, Feedback)
- Week 12: Closing & Lessons Learned

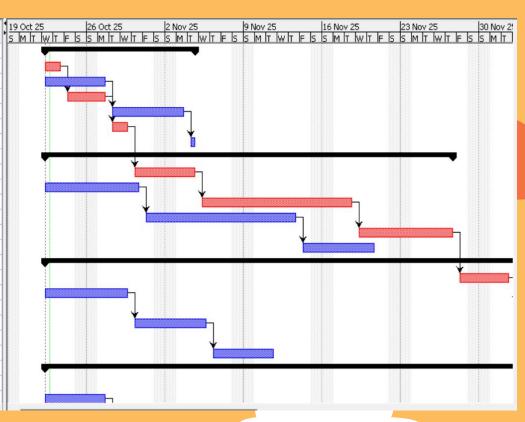
Timeline

Project Timeline Overview



Timeline

		Duration	Start	Finish	Predecessors
1	in	10 days	22/10/25 8:00 AM	4/11/25 5:00 PM	
2	2/	2 days	22/10/25 8:00 AM	23/10/25 5:00 PM	
3	tif	4 days	22/10/25 8:00 AM	27/10/25 5:00 PM	
4	П	2 days	24/10/25 8:00 AM	27/10/25 5:00 PM	2
5	ne	5 days	28/10/25 8:00 AM	3/11/25 5:00 PM	3
6		2 days	28/10/25 8:00 AM	29/10/25 5:00 PM	4
7	up	1 day	4/11/25 8:00 AM	4/11/25 5:00 PM	5
8	m	27 days	22/10/25 8:00 AM	27/11/25 5:00 PM	
9		4 days	30/10/25 8:00 AM	4/11/25 5:00 PM	6
10		7 days	22/10/25 8:00 AM	30/10/25 5:00 PM	
11		10 days	5/11/25 8:00 AM	18/11/25 5:00 PM	9
12		10 days	31/10/25 8:00 AM	13/11/25 5:00 PM	10
13		7 days	19/11/25 8:00 AM	27/11/25 5:00 PM	11
14		5 days	14/11/25 8:00 AM	20/11/25 5:00 PM	12
15	ioı	37 days	22/10/25 8:00 AM	11/12/25 5:00 PM	
16		3 days	28/11/25 8:00 AM	2/12/25 5:00 PM	13
17		6 days	22/10/25 8:00 AM	29/10/25 5:00 PM	
18		3 days	3/12/25 8:00 AM	5/12/25 5:00 PM	16
19	nt	5 days	30/10/25 8:00 AM	5/11/25 5:00 PM	17
20		4 days	8/12/25 8:00 AM	11/12/25 5:00 PM	18
21		4 days	6/11/25 8:00 AM	11/11/25 5:00 PM	19
22	a	42 days	22/10/25 8:00 AM	18/12/25 5:00 PM	
23	le	2 days	12/12/25 8:00 AM	15/12/25 5:00 PM	20
24		4 days	22/10/25 8:00 AM	27/10/25 5:00 PM	





Risk Management



Risk	Impact	Mitigation Strategy
Scope Creep	Medium	Weekly reviews to maintain focus on agreed deliverables.
Technical Issues	High	Frequent GitHub commits and testing after each update to prevent major bugs.
Time Constraints	Medium	Clear task division via WBS and strict weekly milestones.
Team Communication Gaps	Low	Regular meetings and Trello updates to ensure coordination.
Testing Delays / Bugs	Medium	Early integration testing and shared debugging sessions.



Cost & Effort Estimation

Method Used

Effort and cost were estimated using the COCOMO (Constructive Cost Model) in organic mode, suitable for small-scale academic projects.

Effort Calculation

 $E = 2.4 \times (KLOC)^1.05 = 2.4 \times (0.659)^1.05 \approx 1.55$ person-months

Cost & Effort Estimation

Basis	Description	Amount (AUD)	
Labour	5 student x 10h/week x 12 week x \$25/h	\$15,000	
Miscellaneous	Design assets, backups, testing	\$500	
Contingency (5%)	Allowance for errors or rework	\$750	
Total Estimated Cost	-	\$16,250	• • •

Cost & Effort Estimation

Task	Effort (%)
Planning & Requirements	15%
Design & UI	25%
Development	35%
Testing & Debugging	15%
Documentation	10%

The estimated project effort equals 1.55 person-months, and the overall cost of \$16,250 fits the 12-week timeline for a five-member team.





Version Control via Github

- Platform: GitHub
- Repository:FlyDream-booking -system
- Practices: Centralised repo with protected main branch, used pull requests before merging

Project Execution

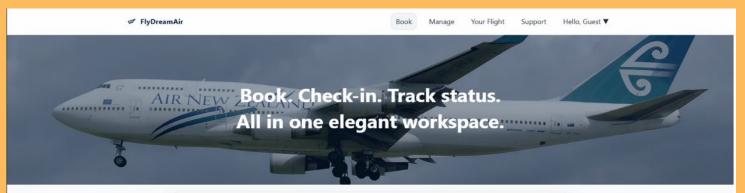
- Methodology: Agile iterative approach
- Key activities: Weekly meeting reports

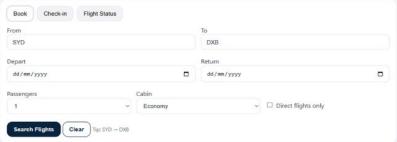
Risk Management Plan

- To identify, assess, and mitigate potential risks
- Risks identified early and updated weekly
- Rated by likelihood x impact
- Mitigation plans documented

FlyDreamAir Prototype

Version Prototype

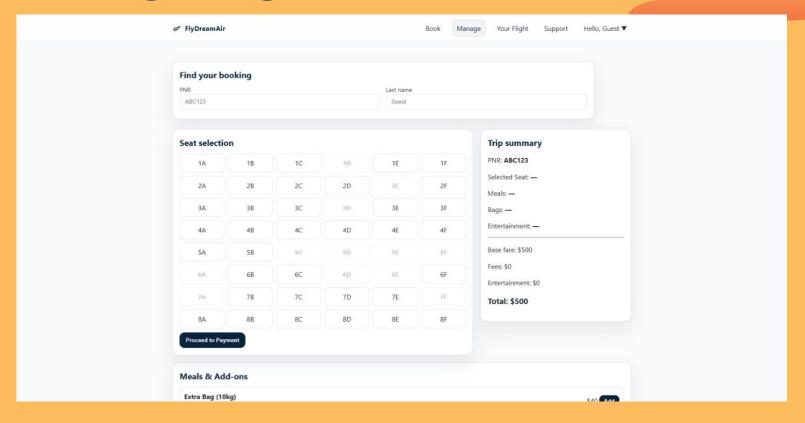




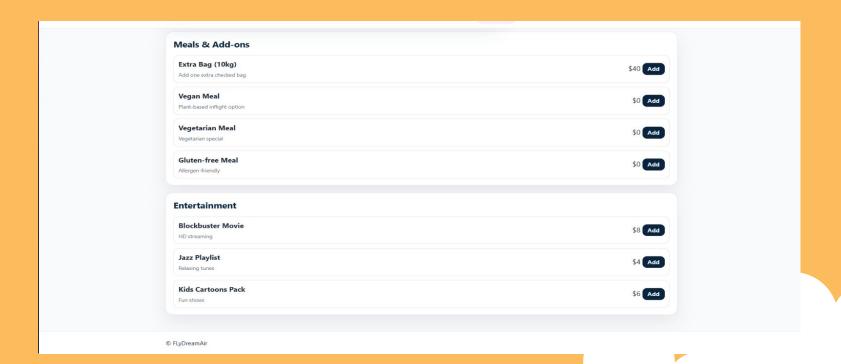
Available flights



Manage Page

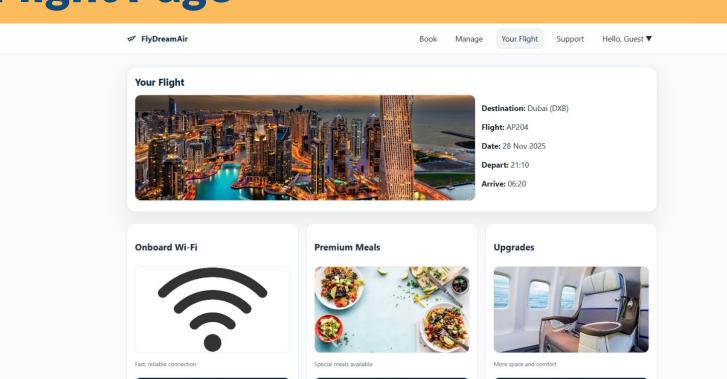


Manage Page 2



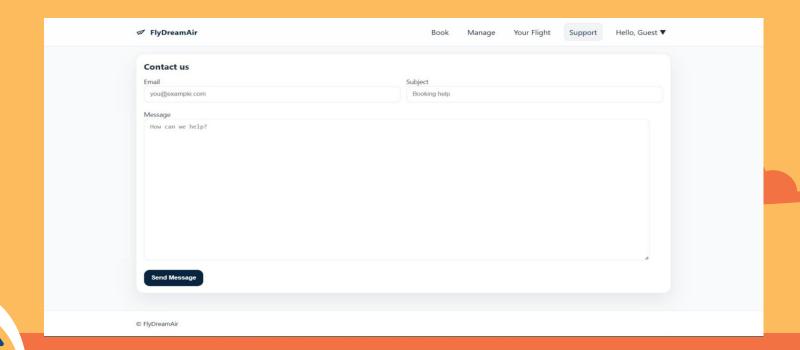
Flight Page

Learn More



Learn More

Learn More



Functionality Demo





Category	Tools/Frame works
Frontend	HTML, CSS, JavaScript
Backend	Node.js
Database	MySQL
Version Control	GitHub
Design Tools	Figma vs Code

Core Functionalities

- Flight Search: Users can enter From, To, Date, Cabin, and Passengers to view flight options.
- Seat Selection: Interactive seat map allows choosing seats before checkout.
- Add-ons & Services: Option to select meals, upgrades, and entertainment packages.
- Booking Confirmation: Displays passenger, flight, and payment summary.
- Manage Bookings: Allows users to view or modify existing bookings.



CONCLUSIONS

The FlyDreamAir project successfully delivered a working prototype that demonstrates a smooth and user-friendly booking journey. Our team applied structured project management, regular collaboration, and version control to stay on track and meet all deadlines. Through this project, we learned the value of clear scope planning, consistent communication, and iterative testing. Overall, it was a practical and rewarding experience that strengthened both our technical and teamwork skills.

Q&A

