DreamLine

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Dreamline is a web application intended to help travelers find the best airline and flight options available. The project aspires to rank all flights available from every commercial airline according to prices, aircraft types, and comfort rankings. All of which should comply with the user's time and date requirements.

Key features implemented for the second scenario are more search results for the consumer to choose, selecting and booking flights, user log-in/sign-up which is then remembered by the system for later use, and Payment method to complete booking.

Scenario "Book Flights"

The user opens the app by typing the name of the program into the command line, launching the executable.

When the user first launches the program, the system displays an opening welcome screen and briefly explains the purpose of the program. The user will also get a quick overview of the options available. The options will include "Search Flight", "Input Flight", "View Dream Scores", "Exit".

The program will then load up the database(s) storing the information on various airline details, flight detail, sensor information collected, user information, and comfort rankings. The program should always be able to load up the data from the previous use. If there are any problems loading the data, the program may try to run with partial data or abort, depending on the severity of the issue. Upon successful load, the program will display the initial menu from which the user can choose to navigate.

The user selects the "Search Flight" option. The option takes the user to the Search Flight page where he/she will be prompted to enter information regarding their flight. The user will be prompted to enter their home location, destination location, and a date for the flight. These specifications will help the system query database for flight options according to the user input. The results will then be displayed on the same screen. The results should include flight number, airline, time of flight, and an average dream score for the airline. Next to each result row is an option for the user to book the specific flight displayed by a "Book" button.

When the user selects one of the flights in the search results and clicks on "Book", he/she is directed to a flight booking page. Here, the user is prompted to either enter an email address, sign-up, or log in.

Once the user enters an email address, a next button is enabled which directs the user to the payment page. The email address is saved in the user database.

The sign-up option directs the user to a sign-up page where he/she is prompted to create a username and password. The system queries the user database for an existing username that matches the entered username. If a username is found, the user is

prompted to create a new username. Once a unique username is entered the system then adds the username and password to the user database. Then the user is directed to a payment page.

The log in option directs the user to a log in page where he/she is prompted to enter a username and password created during sign-up. The system then queries the user database for the specified user. If the user is not found in the database, the user is prompted to re-enter the username and password. Once the users' information is found in the database, he/she is then directed to a payment page.

The payment page prompts the user for a card number, card expiration date, and security code. Only the card number is saved in the user database as a payment method indication.

Once all the information is entered, a next button is enabled which takes the user to a review page, where the user can review all the information entered. The review page includes details about the flight selected, flight number, airline, date, time, and payment method. The user can click the "Finalize Booking" button to finalize the payment and flight selected.

When the user is satisfied with the booking and doesn't have anymore flights to book, he/she exits the application. This is done either by selecting the "Exit" button or by closing the window, the executable will store any data that needs to be stored and then close.
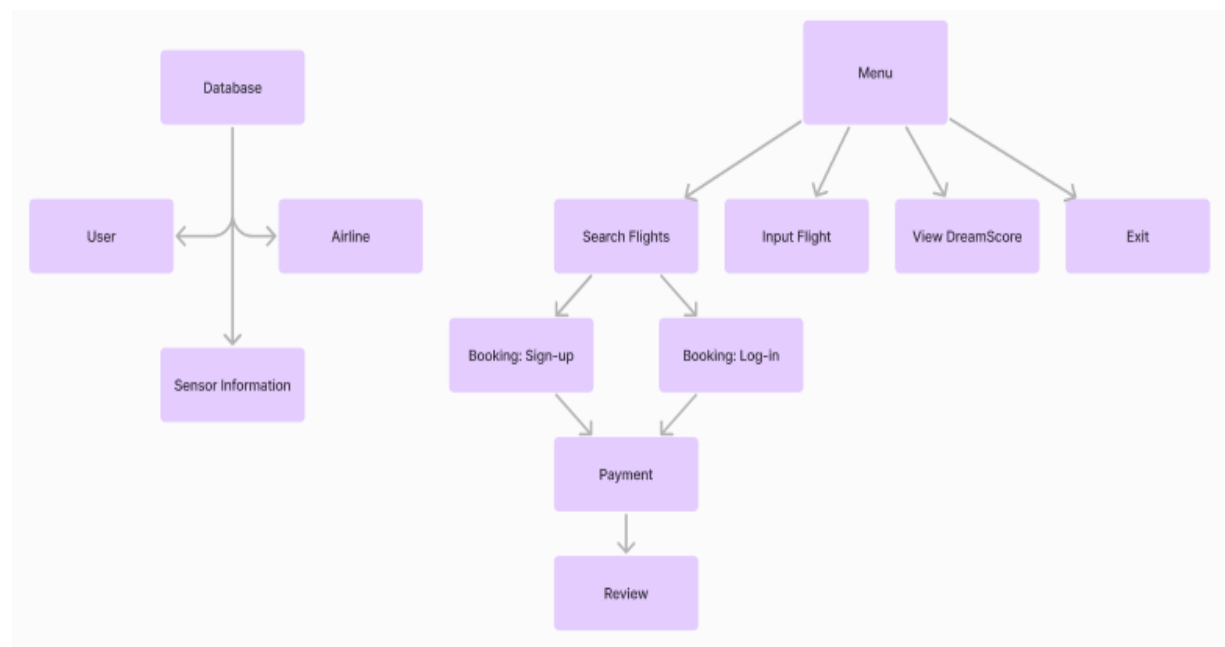

Figure 1: User Scenario Path and Database used.