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 users time and date requirements.

The third scenario will focus on enhancing booking options and allowing users to give more feedback on flight quality. Key features implemented for the third scenario include seat selection, user feedback for selected flights, and enhanced calculation of dreamscores.

In this scenario we will also focus on streamlining and improving the UI in order to make sure that users' have an easy and error-free experience with Dreamline.

Scenario "Feedback"

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, which include all the screens developed in the first two scenarios.

The program will then load up the database(s) storing the information on various airline details 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.

One new option will be the book flight screen, which can be accessed through the "Search flight" screen by selecting the flight that the user wants to book. The user will then be taken through the flight booking process - entering key personal information and choosing their seat. The seat selection screen will appear after the user has gone through the login screen and entered all information that is needed to make a booking. In this screen, the user will be able to see the seats that are available to them, the prices for the seats, and special characteristics of the seat (exit row, near bathrooms, etc.). The user will then be able to select the seat they want and continue to the payment screen.

Another option will be the option for users to give feedback on flights that they are familiar with. The “Give feedback” option will be added to the main menu and users will be able to access it in the same way they access the other screens. Upon entering the “give feedback” screen, users will be prompted to enter the airline code and flight number of the flight that they want to give feedback on. They will then be led to rate several comfort factors of the flight, such as size, legroom, quality of service, and more. This data will then be used to calculate the dreamscore of a flight. After entering the various ratings, the user will have the option to give written feedback that the airlines can use to improve their performance.

The user will then be taken to the main menu, where they will have the option to search for other flights, track a specific flight, look up the highest scoring flights, or give feedback for another flight. They will also be able to book a flight through the search option.

When the user exits the application, either by selecting the “quit” button or by closing the window, the executable will store any data that needs to be stored and then close down.

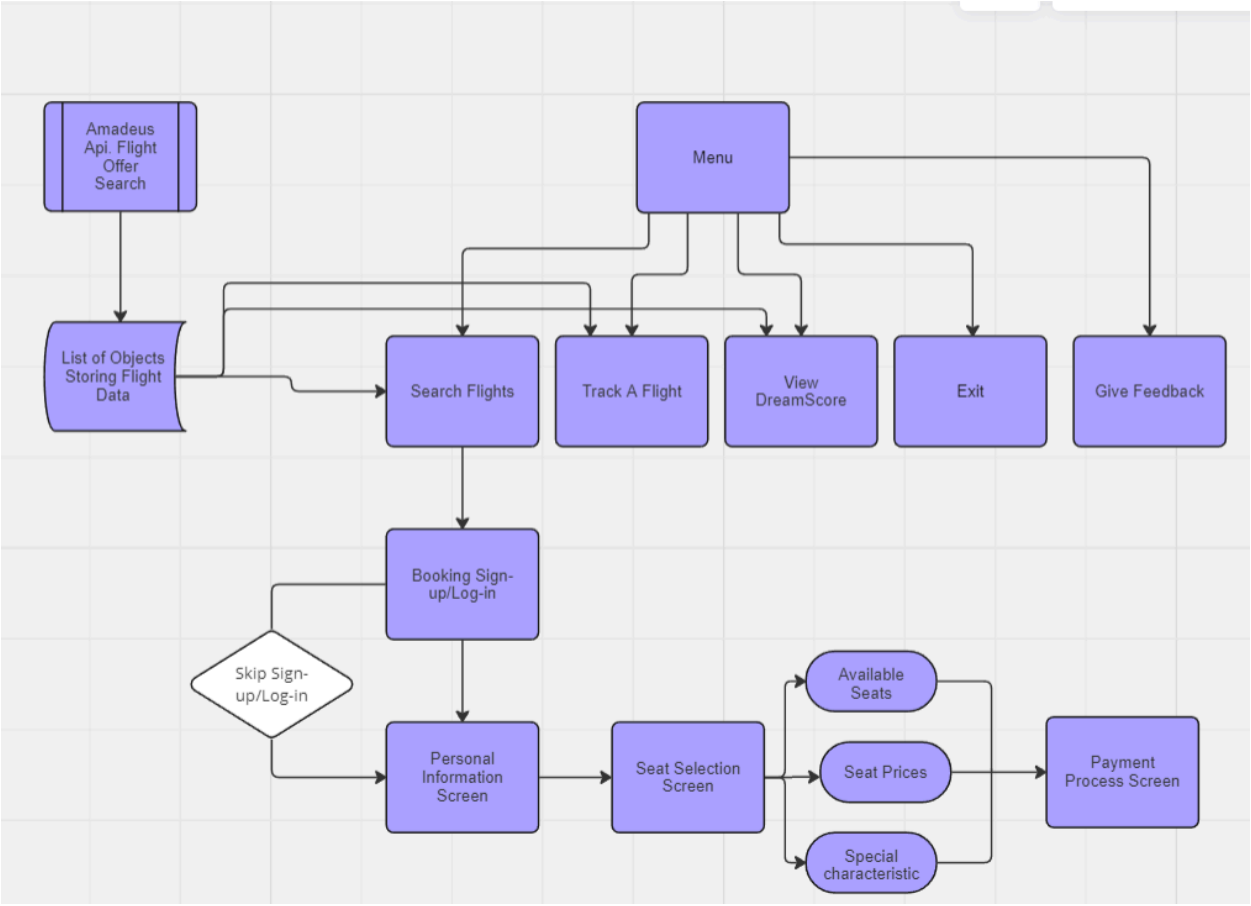

Figure 1: User Scenario Path, Personal Information, Seat Selection And Give Feedback