**Payment methods that satisfy both group and single users.**

The main idea for this sketch is to make payment easy for both group and solo purchases. Another feature in this design is the ability to pay without logging in. To pay without logging in, simply enter in your credit card details and receive your ticket through email. By logging in however, we provide our users with the feature that will help in purchasing tickets as a group. Our system gives the user the ability to spread the payment of tickets between friends by allowing the user to add friends into a payment pool. The percentage a user in the payment pool pays will be decided by the user that started the payment pool. Friends will receive payment through email where they will have to login to their account and confirm their payment. This feature will work for both users since solo users can just decide not to add any friend into the payment pool and pay the whole bill.

The features I have discussed were decided with our requirements in mind. Users should be able to pay for tickets without logging in because most of our users are very casual movie watchers that watch less than one movie a month. Making it easy for the user to purchase tickets in a group is a very important feature that we would like to provide. By being able to spread payment for tickets through different users, we accommodate groups and families. We can help accommodate groups by allowing them to avoid having all payers proceed through the same lengthy process of purchasing a ticket. With our system, only one person needs to go through the process of purchasing a ticket while the other payers simply need to wait for an email to confirm their payment. These features make our system more convenient for the user and helps them save time and effort.