

Creating a wireframe for a hotel booking app

In this assignment, we will make wireframes and user flow diagrams for a fictional hotel booking application. You can use any wireframing tool that provides mid-fidelity wireframing, and you need to submit the image files as .jpg files.

You need to produce four wireframe screens (details below) and a user flow diagram to connect them. You don't need to program the UI, you only submit wireframes.

You can use other real hotel booking apps as inspiration. However, try not to copy them 1:1; there are often many improvements that you can make to pre-existing apps! We're looking for sensible but unique wireframes.

How do I submit this?

This graded assessment is one of five graded assessments which will make up your midterm assignment submitted in week 10. I strongly advise you to complete it now as it is crucial to expanding your understanding of the subsequent weeks. Once you have completed it store it somewhere safe and do not share it with others. Instead, you can upload it with the other assignments during week 10.

Steps to complete:

This assessment doesn't have specific steps to complete; rather this is a list of the screens you should model and what they should contain. How you wireframe them is up to you.

Home screen This should include a search box including location, number of adults, children and number of rooms. It should also include some 'featured' properties which have an image, a title and a location.

Search results screen This should include a header including the search location, some refining elements that allow you to adjust the search radius and the series of matching properties - each with its own rating, name, location and price per night.

Details screen This is for when a user taps on a property to view more. You should have images of the property, extended details, including a description and a book now button.

Settings screen A simple setting screen that contains any essential settings for a user's account.

A user flow diagram Connecting the above wireframes together.

Mark scheme

Description	Marks
Homescreen	
No attempt made	0
Basic attempt with some elements, however largely undeveloped	1
Stronger attempt that somewhat represents a though through UI	2
A good wireframe that contains relevant elements and layouts	3
A significantly good wireframe	4
Search results	
No attempt made	0
Basic attempt with some elements, however largely undeveloped	1
Stronger attempt that somewhat represents a thorough UI	2
A good wireframe that contains relevant elements and layouts	3
A significantly good wireframe	4
Details screen	
No attempt made	0
Basic attempt with some elements, however largely undeveloped	1
Stronger attempt that somewhat represents a thorough UI	2
A good wireframe that contains relevant elements and layouts	3
A significantly good wireframe	4
User flow diagram	
No attempt made	0
Basic attempt with elements of flow	1
A somewhat connected user flow diagram	2
A good user flow diagram that covers the expected flow	3
A significantly good user flow diagram	4