

# Introduction

Travello is a solution to major problems that arise when planning trips in larger groups. Communication, keeping track of proposals and choosing best options become difficult in groups larger than three people. Even with three or four people planning the trip, keeping up with everybody's opinion on proposals from different stages of the trip can be tricky. These problems are not met by any platform. We are seeing more ways of organising communication with services such as Slack, Facebook groups or Mastodon, but none of these tools help with keeping track of different proposals or options. There are ways of sharing documents like a spreadsheet, but these are not intuitive and hard to upkeep. That is why a service specialised for travel and planning in groups would meet the needs that no other service meets.

The target user would be a person under 40 who travels at least once a year and does so with multiple friends or has multiple stages in their trip. The target user should have at least intermediate technical knowledge to understand the sharing and optional features of the software and be aware of technology enough to find this solution.

The application is structured on a three-layer structure: trips contain stages which contain proposals. Proposals can be hotels, specific flights, one-day trips or anything that a stage has been created for. One can create a 'Lisbon' trip with 'Flight (departure)', 'Hotel' and 'Flight (return)' stages and then add particular hotels to the 'Hotel stage'. This structure allows the application to be used as a tracker of all the proposals that users might want to include.

Proposals are added by providing a link to a service. The application takes the information needed (price, location etc.) and displays it in a structured manner. Then proposals can be voted on by people previously added to the trip.

The application:

- does not require signing up – the trips can be accessed by their individual links that the owner of the trip can send to their friends,
- supports simple spreadsheets to sum up additional costs of the trip,
- shows most voted-on trips,
- compiles the trip into one overview once the planning is done,

- allows for opening the service in a messaging app of choice (communication via a chatbot).

In general, it allows users to add, edit and delete trips, stages and proposals. And collaborate in planning the trip by adding friends who can also perform tasks.

## **Research Methods and Design Methods**

The design and this report are in English, however, all prototypes, interviews and questionnaires were translated into and conducted in Polish. This is because of the location of the interviewer. The prototypes were translated before the test as faithfully as possible to appear natural to the participants of the tests.

### **The design problem**

The main idea (a tool for organising) was taken from the Coursera course on UX design and research. At first, I thought about a fairly general solution for keeping track of proposals in any situation, such as looking for an apartment, choosing a new pair of trousers or travelling. However, such a solution needs to be quicker than a spreadsheet, it needs to add onto the experience of manually adding data into cells. That is why I decided it should be specialised for trips. This would narrow the scope of sites and services used to travel-centric and automatic data extraction from a link would be possible (because the developer would have time to really adjust the service to a couple of services).

### **Competitive analysis**

I looked for any solutions that would involve any form of organisation in travel. I searched through different search engines, but also looked for articles that point out the best methods for planning a trip.

### **Needs finding study**

I conducted a semi-structured interview with 5 people recruited from my friends. At this stage I focused on deciding whether what I saw as a problem was really other people viewed as a challenge and whether they had already found other solutions for such problems. I interviewed 5 people with different characteristics in regard to their travel habits.

### **Personas and scenarios**

I created three personas that partly resembled the needs of the users I interviewed in the needs finding study. I made sure they represent different levels of technical knowledge, because the service is supposed to be for travellers, not for technicians,

even though I realise most of the users will be more exploratory and technology-curious.

I wrote three scenarios (one per persona) that represented different real life situations that the personas could find themselves in. I included problems with communication, different criteria for travel (costs, dates etc.) or lack of engagement.

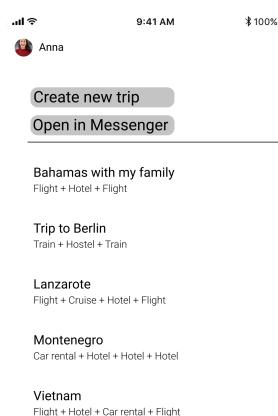
## Sketch and ideate

I sketched 20 different solutions for many options of the service. Some of them went into the final prototype, but most of them increased the possibilities or future options of the service.



## Wireframes

I used Figma to create an interactive set of wireframes. I chose a layout and went a little bit out of the range of lo-fi wireframes to be certain that my wireframes can communicate their intention.



The wireframe shows a mobile application interface. At the top, there are status icons for signal, battery, and time (9:41 AM). Below the header, there is a user profile picture of Anna and a 'Create new trip' button. A horizontal line separates this from a list of travel trips:

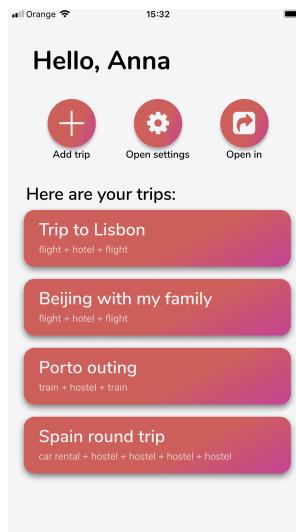
- Bahamas with my family  
Flight + Hotel + Flight
- Trip to Berlin  
Train + Hostel + Train
- Lanzarote  
Flight + Cruise + Hotel + Flight
- Montenegro  
Car rental + Hotel + Hotel + Hotel
- Vietnam  
Flight + Hotel + Car rental + Flight

## Micro-usability test

I tested the lo-fi prototype with two people who fulfilled the needed characteristics. I presented the prototype on my phone with the Figma Mirror app which allows presenting an interactive prototype. I recorded the test with another phone and interviewed the participants briefly afterwards. The goal of this test was to see if the information architecture and general working of the service is easily understood.

## Med-fi prototype and heuristic evaluation

I applied the results of the micro-usability test to a new design, not the old one. I created a new design in Figma having the user interface in mind. The resulting prototype was between med-fi and high-fi.



## User Needs Analysis

From the interviews I learnt that groups planning trips either work democratically, where everyone is engaged from the beginning and the proposals meet everyone's criteria, or centrally, where one person makes all the decisions even to the point where one person plans the trips and only then searches for people who would like to come. Both of these dynamics need to be supported by the workflow of the app, even though the second, central dynamic will not likely justify using the service on its own because the need for organisation is well satisfied by tools that do not facilitate sharing the work (a person can keep their plans in a spreadsheet or notes). The second dynamic requires communication. The most commonly mentioned communicators were Facebook Messenger and WhatsApp, although for smaller groups participants P2, P3, P4 and P5 said that meetings in real life were more

efficient. P2 also mentioned video chats as an efficient way of communicating when planning.

Users do need a tool for planning outside of the communication tools. Although many admitted that communication services are used to send and discuss proposals, three participants (P1, P2 and P5) said that they had used spreadsheet apps with sharing capabilities to sum up costs and, in one case, keep up with the proposals. One participant said they use Google Keep (a note app) for keeping track of possible options such as hotels. Therefore, a need for outside-communicator tools exists.

Although users say that most of the tools they use to plan trips are satisfactory, some comments were made both during the interviews and tests that such a service as Travello was needed. One participant of the final prototype test said that when planning a trip just before the trip, one person in the group was looking for a tool of exactly such a functionality as the prototype. Also, two participants (P1 and P2) stated that communicating the schedule of a visitor to the person being visited and vice-versa was a problem, especially when choosing flights that fit into the schedule and there were no tools for that.

Most of the users said that the comfort of using a popular service such as Facebook Messenger or Microsoft Excel outcompetes the additional functionality they could get from a third service because large groups are not willing to change. Participant P5 said that a calendar would be helpful in setting the date of a trip he and his friends were planning, but nobody would engage in that. P4 said she is "not organised enough" to use a planning tool. P2 said nobody from a large group would use a tool that is not already well-known. Additionally, P2 said requiring an account from everyone in the group would make it even harder to convince participants.

To conclude, participants are largely satisfied with their current solutions to plan trips in groups. However, there are situations in which communication tools are not enough such as choosing dates that fit everyone's schedule and possible flights or other transportation. Additional problems include counting costs, keeping track of money due, deciding in a disengaged group, voting on proposals and checking compatibility between dates and hours of subsequent stages. Even though these are problems that the users see, adapting a new tool for a large group has a high barrier of entry, which means it is not likely.

# **Competitive Analysis**

In general, the existing solutions such as Kayak Trips and Triplt, which facilitate keeping track of dates and hours and tickets once everything is planned. Kayak Trips can be extended to looking for trips because it is embedded into the Kayak service, but this still does not let users vote for proposals – stages are added only when they are booked. This means that the major problems of groups – setting the dates, keeping track of and choosing proposals – are not met. These solutions, however, show that there is a need for keeping track of the trip after planning – this is also an opportunity for a feature.

Various bots provided by airlines or booking sites that can be added to group conversations do not help in planning, although they are a great way of using already popular services such as Facebook Messenger or Telegram. A service that can be embedded in this way will have a much lower barrier of entry.

A planning-centred solution exists, but does not meet the same needs as Travello is supposed to. Mobili is a service that is based on separate trips (one user can add various trips) to which other users are added. Then itineraries of all the users can be viewed. However, this lets users with different itineraries compare their separate flights, trains or stages instead of voting for one solution.

# **Design Goals**

The service should be designed so that it communicates seamlessly with other services. If the user wants to add a link from a booking website, it should be done automatically.

The service should have a really low barrier of entry. This should be done by using already popular services that can be used by Travello - as is with bots embedded into other services.

The design should be flexible so that users can add information that the designer would not anticipate. There should be a place where everything can be added (like a spreadsheet) to help users keep track of anything they would like to – from costs to money due.

## Prototype

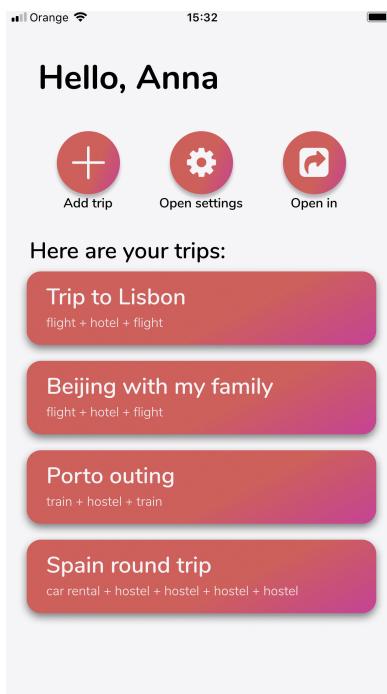
The key tasks of the prototype include:

- creating a trip – providing detail such as the name, dates and stages of the trip,
- setting available dates for the trip so that the system can find the common dates for the trip,
- inviting a person to the trip,
- opening the trip/stage in a communication service such as Signal or Telegram to chat with a bot,
- voting for proposals and showing the results of the voting,
- adding, editing and removing proposals,
- adding, editing and removing stages of the trip,
- changing the trip to a finished plan,
- adding a spreadsheet to the trip.

The tasks that the user needs to perform are mostly confined to the information architecture of the service. This means that one can do something to a trip, to a stage or to a proposal. The only exceptions to this are the spreadsheet function, which ties a trip or a stage to a spreadsheet. In this sheet the user can enter any data they want to any number of rows and columns. Similarly, the chatbot is not tied to a trip, a stage or a proposal, but if a user opens Travello from a screen showing a trip, the chatbot will automatically start the conversation about this trip. Therefore, if Anna clicks 'Open in' > 'Telegram' when viewing 'Trip to Beijing', the chatbot will automatically start talking about 'Trip to Beijing'.

The interface is very minimalistic and all the options are visible on the screen right from the start (no additional burger menu). I decided on this to make the application's capabilities clear and give the user a good overview of the system, because they probably never encountered a service similar to this one. Making it easy to use from the start reduces the barrier of entry which is one of the design goals.

The main page of the prototype (no change was added to this after the heuristic evaluation):



The page allows adding a trip, opening existing trips, opening the settings or opening Travello in a different service such as Telegram.

Other important pages include the view of a trip (left), a stage (middle) and a proposal (right):

Three screenshots of the Travello app illustrating its information architecture. The left screenshot shows the "Trip to Lisbon" view with sections for Flight (from Berlin to Lisbon), Hotel (Lisbon), and Flight (from Lisbon to Berlin). The middle screenshot shows the "Hotels" stage view for the Lisbon trip, listing "Guarama Hotel" (\$450, 2 rooms, 2 km from city centre) and "Nah nah hostel" (\$200, Beds in 8-person room). The right screenshot shows the "Proposals" view for the Guarama Hotel, displaying its details (\$450, 2 rooms, 2 km from city centre) and a "See original website" button.

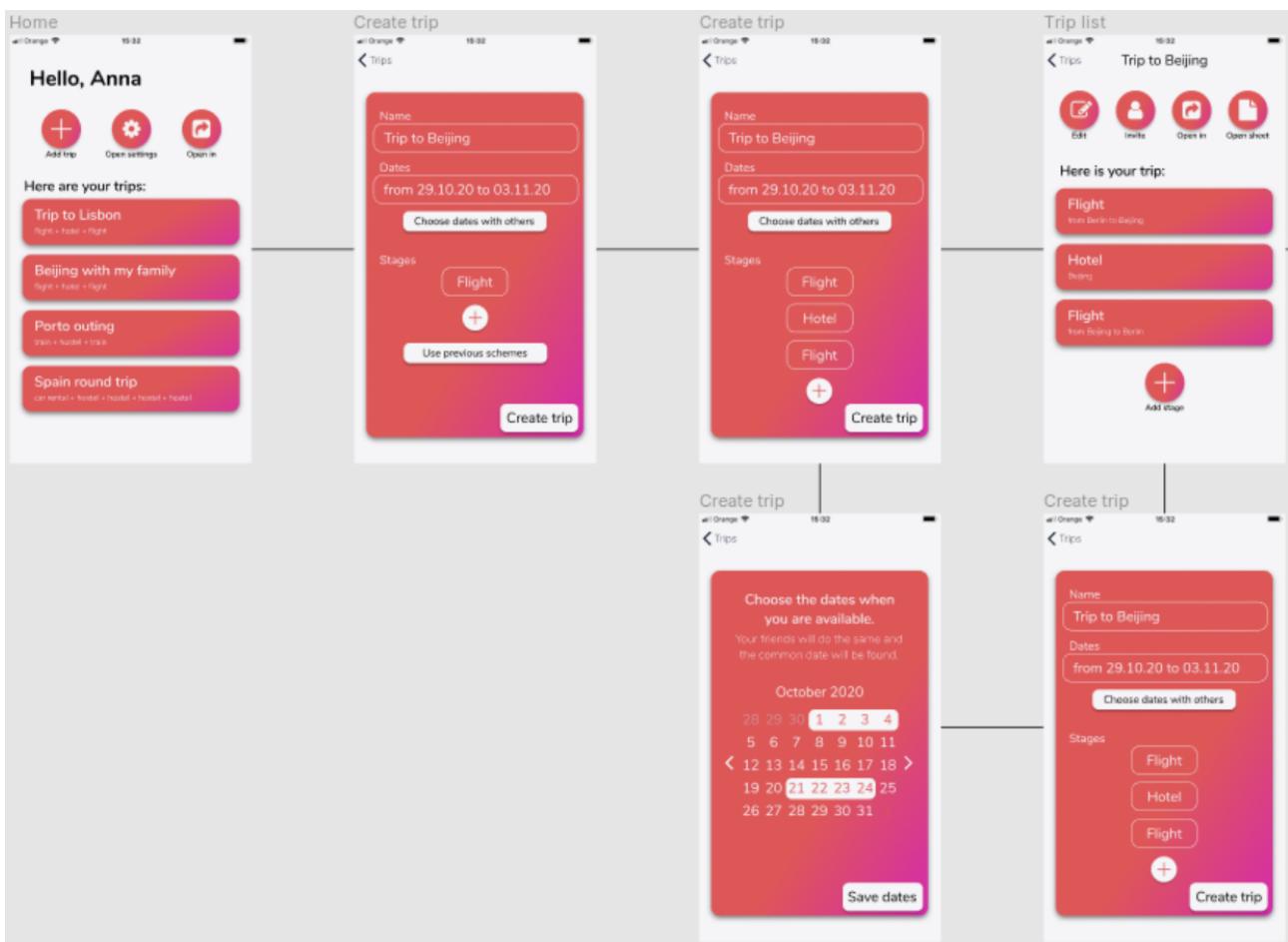
The screenshots above present the information architecture of the design. There are trips that include stages (for example: "Hotel"), which then include proposals (for

example: "Hotel Guarama"). Users can vote for their favourite proposal and when a particular proposal wins, it is included in the final plan of the trip.

## Creating a trip

The first path of the user would be creating a trip. There are two branches of this, because when the date is not known, the user gives their available dates and only after other users do the same does the system return the possible dates of the trip.

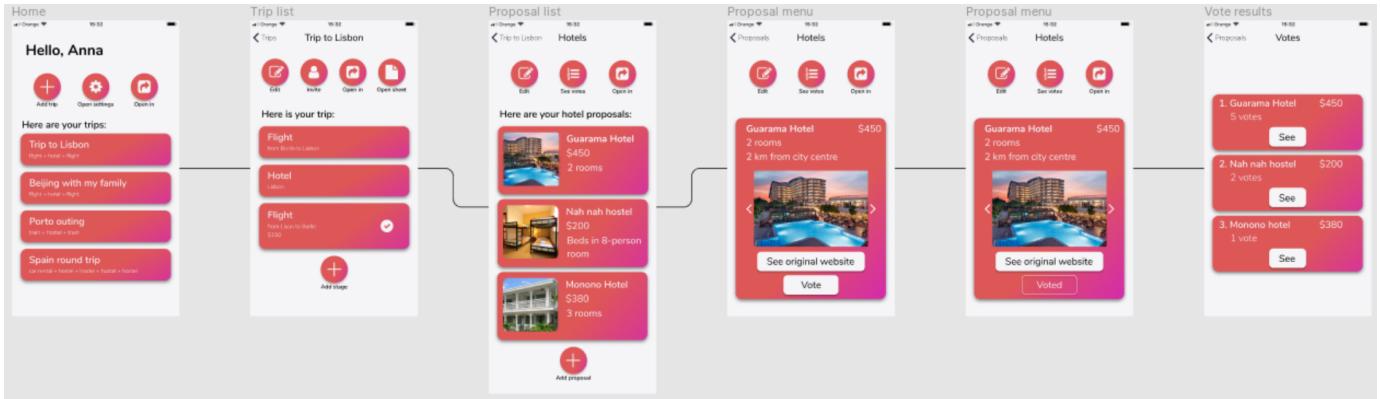
On the second screen, the user can add different stages such as 'Flight' or 'Hotel' by clicking the plus button. It is also possible to use previous schemes, which means the user is given a list of previously used lists of stages or a list of default schemes will be displayed.



After creating the trip, new stages can still be added by editing the trip (which brings the user back to a screen almost exactly like the one where creating a trip happens) or simply clicking 'Add stage'.

## Voting

After creating a trip and adding proposals, the user would go on to vote on a proposal. This is what the path for voting looks like:



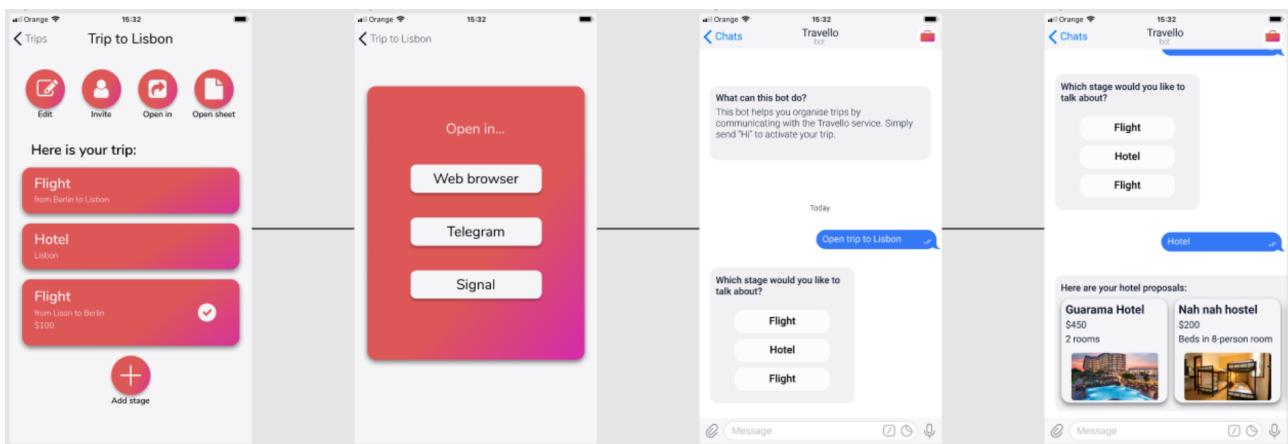
The user needs to go from the main screen to the proposal that they want to vote for and then push 'Vote'. Votes are counted and summarised, this can be seen under 'See votes'.

I decided against putting icons with voters' faces next to the proposals because I didn't think it added more value than it took from simplicity of the interface.

## Talking with the chatbot

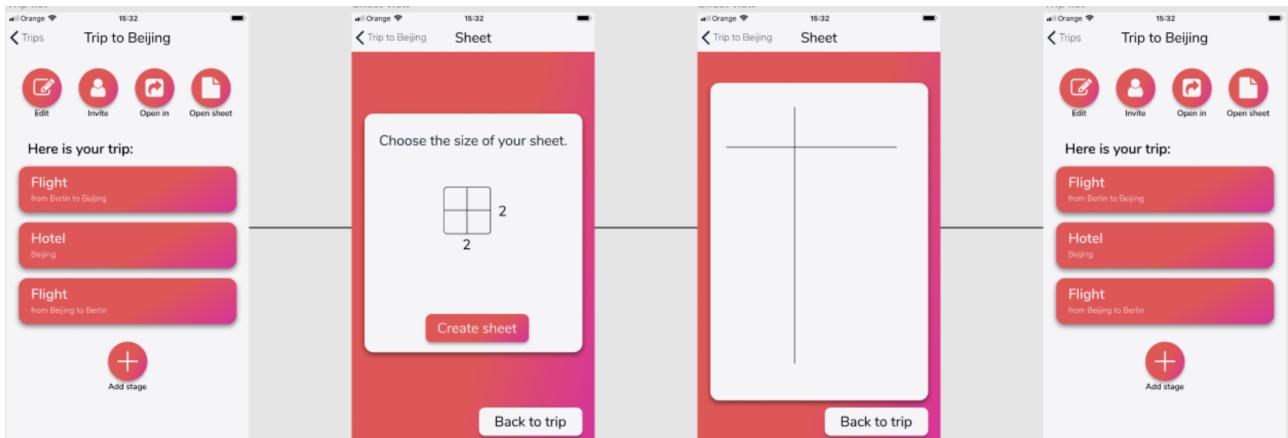
The chatbot function is supposed to facilitate using Travello without the need of migrating everyone from a group to a new service. The user can open the chatbot through the Travello app or simply add the chatbot through the messaging app of their desire. This answers the design goals of creating a service that communicates with and uses other services well, so that the user can use Travello flexibly and according to their needs.

The chatbot enables the user to view, add, edit or vote for proposals. The prototype only shows how proposals can be added, but the design itself can be easily extended to other functions.



## Creating a spreadsheet

The spreadsheet functionality gives the user a way of flexibly introducing manual data that the designer would not predict. This addresses the design goal of giving the user a way of introducing information that they desire.



On the second screen the user can choose the size of the table. In the next steps of the prototype a simple formatting menu should be added.

# Final Usability Test

## Goals

The goals of this test were to:

1. Check if the information structure was more visible than before.
2. Check if the naming of functions was clearer.
3. Test the new user interface in terms of usability and visual appeal.

## Participants

The 5 participants of my test all were between 20 and 25 years old. Two of them were male and three were female. All of them have planned at least two trips during the year before the interview and did so with others (mostly more than two people). Every participant was either attending a university or had already graduated. Four of the users can be considered of medium technical literacy (relatively to the younger generations), while one was a computer science student with a higher technical literacy.

Three of the participants were not perfect for this study, because they mostly use services of travel agencies when travelling. This mode of travel does not lend itself to breaking trips into proposals in different stages (because the trips are bundled), but I decided to include them because this is a minor characteristic in a usability test. It would be much more troublesome in a needs assessment interview.

## Process

The tests were conducted in person using an interactive prototype made in Figma. Figma Mirror was installed on a smartphone and presented to the users to be used by touch. The app does not enable input from the keyboard so the participants had to click on empty text fields and the task-specific text appeared to be entered. I came up with this method of input only after the micro-usability test caused confusion, because all data was already entered when the user saw a screen for the first time.

Before every test, the participants were asked whether they were comfortable being recorded during the test. It was explained that the prototype was being tested (not them) and that critique is welcome (this was strongly emphasised because of the friendly ties to the interviewer).

The test was recorded with another phone stacked on a pile of books over the phone and hands of the participants to give a clear view of both the screen and the gestures of the participant (to record any unpredicted clicks or mishaps). The video was later analysed by watching and noting any usability-related events.

There were 7 tasks ordered from easiest to hardest to let the users accommodate and understand the prototype and avoid causing frustration. They were presented on paper one by one.

After the test, a quick follow-up interview was conducted (and recorded) on misunderstandings of the prototype or behaviour not anticipated in the design. Afterwards, a standard set of questions such as "how would you describe this prototype to your friends?" was asked to understand the participants approach. The participants were asked if they had anything to add and then a SUS questionnaire (translated into Polish) was given to the participants.

## Results

The table below represents the number of participants that did not need additional info per task. This can be regarded as task failure.

|        |   |
|--------|---|
| Task 1 | 5 |
| Task 2 | 4 |
| Task 3 | 5 |
| Task 4 | 5 |
| Task 5 | 5 |
| Task 6 | 3 |
| Task 7 | 4 |

It means that for Task 6 two participants needed additional information to go on with the task.

During task 6, participant 2 stopped and said they do not know what to do. This was caused by a mistake made when designing the interactive prototype. The task was designed to check the spreadsheet functionality and it included adding oil prices to

the 'Budapest' trip. This made the participants believe that they should enter the 'Car' stage and do so there. Per stage spreadsheet are anticipated by the design, but were not anticipated in the interactive prototype. Every other participant realised after some time that they can enter the spreadsheet, except for participant 2.

I believe the test falls short because of two reasons. The first one is that the interactive prototype did not resemble the functionality of the design enough and even though the design would support actions of the participants, the prototype did not. I also think the tasks were not life-like enough and this made it easier for the participants to navigate.

The System Usability Scale average result is 78, which is above the standard of 68, but still leaves room for improvement. It is important to mention that three participants who usually travel by planned were asked to answer the first question ('I think that I would like to use this system frequently.') according to their real needs.

The general response was very positive. Every participant mentioned that the interface was clear. Some stated that the information structure (Trip > Stage > Proposal) is very nice.

## Key findings

The findings were rated from 1 (a cosmetic flaw; no real usability impact) to 4 (usability catastrophe; imperative to fix) depending on how severe they are and ordered from most severe to least (adapted after Mark W. Newman). Out of 8 findings 5 are shown because the last two were only cosmetic.

### 1. No status information or call to action for saving the spreadsheet.

*3 – major usability problem; important to fix*

Going for simplicity I did not include a 'Save changes' button in the spreadsheet screen. This caused 4 participants to at least look for any action call before simple exiting and two participants to mention that they were afraid to leave. When asked about this in the follow-up interview, the participants mostly mentioned they do not like the lack of confirmation or that once they noticed there is no way to save, they understood that the saving is automatic.

Recommendation: An icon or text could be added to indicate that the spreadsheet is saved, since the design already has a way to go back to the trip.

Alternatively, the previous button could be replaced with a 'Save data' button to make sure users understand their actions. But this would require the

navigation button in the top left corner to give a pop up whether the user wants to exit with or without saving.



## 2. 'Choose dates with others' is not clear enough, users don't know what to expect.

*3 – major usability problem; important to fix*

In task 4, users were to give their available dates instead of setting the dates for the whole trip. Every user tried to first click the text box for the date; only after that did they choose to click 'Choose dates with others'. One participant said she expected the option to set available dates to be inside a window where the usual date is chosen. Other participants said that the naming of the button was not clear enough. One participant said she had no idea how 'Choose dates with others' would be different from setting the general date of the trip.

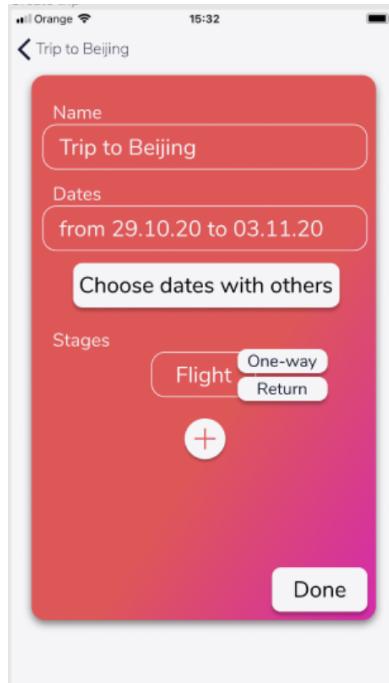
Recommendation: Change the name to 'Choose together with friends'. Three participants said this change would make it clearer for them because of the word 'together'.

## 3. Adding flight stages causes confusion.

*3 – major usability problem; important to fix*

Four participants had to think if a second stage for a flight needs to be added after they had already added one. This is because, as they have confirmed, flights are usually searched for and sold together and not separately. Adding two stages called 'Flight' was natural only for one participant.

Recommendation: Add an indication of direction or require adding 'Departure'/'Return' to the stages; this could be added as an auto-correction. Alternatively, the system could ask after detecting flight stages whether this is supposed to be a one-way stage or a return as well.



#### 4. **Notification about changes made to a stage doesn't catch attention.**

*2 – minor usability problem; fix if there is time*

Two users missed the notification at the bottom of the screen and one of them returned to the editing screen to make the change once more (the prototype did not alter the state, which made it seem as if the change was not saved if the user entered again).

Recommendation: use a different colour, a larger box and/or a different position of the notification. A pop-up window seems too excessive, but would also deal with this problem.

#### 5. **The spreadsheet functionality does not meet users' expectations.**

*2 – minor usability problem; fix if there is time*

All participants interpreted task 6, which asked them to enter oil prices for three countries into the 'Budapest' trip, as asking them to go into the 'Car' stage and entering the information there. Most of the participants, when later asked, said this was specifically because the task was about oil prices and not about, for example, souvenirs. This shows that users might expect to have an ability to enter new information both on a trip and a stage level.

Recommendation: The trip-level spreadsheet should synchronise or sum up information entered into stage-level spreadsheets. This could be by adding costs entered in stage-level sheets or by simply providing an overall view of all the information.

## Next steps

There are four main tasks that should be pursued next:

1. User testing with participants from 25 to 35 years old, as this is a possible user base that was not tested at all. This subgroup of the user base is probably going to use the service differently because of jobs, family obligations and also more financial possibilities. Moreover, this group will probably have different expectations from the service because they were introduced to smartphones later in their life than the users tested.
2. The findings of the final usability test need to be implemented in the design.
3. There are some inconsistencies between elements of the design (such as background sizes for some windows) which should be corrected in the next steps.
4. Design a better spreadsheet functionality by adding basic features for formatting and making a cross-trip synchronisation (as mentioned in the key findings). This will make the service more flexible and advanced in features.
5. Implement the design in a local and web-based application. It is very important to implement a web application to make the entry barrier smaller.

# Appendix

## Personas

### Richard



#### Demographics

Age: **25**

Occupation: **accountant**

Location: Manchester, UK

Life stage: **married**

#### Motivators

- Spending quality time with wife and friends,
- Passion: Richard has a lot of hobbies and loves spending time on them,
- Social life: Richard has a small group of friends; he loves spending time with them.

#### Limitations

- **Financial concerns:** Richard and his wife have a mortgage to pay for their apartment,
- **Schedule:** Richard is spreading himself thin among his wife, friends and passions
- **Intermediate technical knowledge**

### Marek



#### Motivators

- Finishing his chemistry degree to get his dream job,
- **Music:** Marek loves listening to his favourite bands live and often travels to attend concerts or festivals,
- **Sport:** Marek is very active and loves going to the gym and playing football with his team,
- Social life: Marek loves exploring new activities and places with his many friends.

#### Limitations

#### Demographics

Age: **20**

Occupation: **student**

Location: Cracow, Poland

Life stage: **single**

- **Distance from friends:** many of Marek's friends live in different cities or even countries, this make it hard to meet them and plan trips,
- **Strict calendar:** Marek is restricted by his university's holiday calendar
- **Minimalism on the web:** Marek is trying to limit his footprint on the cloud to the minimum,
- **High technical knowledge**

## Anne



### Motivators

- Career: Anne is fighting for a promotion to senior developer,
- **Life balance:** Anne doesn't want a stressful life and tries to keep a balance between her private and professional life
- Social life: Anne has a rich social life, although not many friends share her interests.

### Demographics

Age: **25**

Occupation: **Java developer**

Location: Berlin, Germany

Life stage: **single**

### Limitations

- **Specificity of trips:** Anne travels a lot for camps and places connected to mindfulness and qi-gong,
- **Holiday:** Anne doesn't have a lot of holidays and doesn't want to leave during more stressful times at work,
- **High technical knowledge.**

## Scenarios

### Scenario 1

Anne is planning a trip to China to attend popular qi-gong workshops, but she would like someone to go with her. The workshops are organised often, so there are many options. She knows that some of her friends would like to go with her if she chooses the dates right. She knows her friends' budgets; however, she has to find flights that are not only cheap enough but also go well with the workshop's dates. She also needs to sum up the costs of transportation in China and food. After finding a few flight options, adjusting land transportation and totaling the costs, she sends out different plans to her friends through messages. Some of her friends agree on one or two options while others say that this trip is too expensive for them. Peter, Anne's friend, thinks the accommodation is too expensive for him and he offers looking for a different option. Before booking the flights, Anne needs to accommodate everyone's needs.

### Scenario 2

Chris, Richard's friend, is soon going to have his wedding. Richard would like to throw Chris' bachelor's party in Lviv, but to do so he has to go through the details with Chris' friends. They are stuck on setting the dates. Unfortunately, Chris' friends all work in

different companies and have different holiday policies. They decided to fly there, but nobody but Richard has commented on the accommodation because of lack of engagement. Richard wants to set the date as soon as possible, because the wedding's date is approaching them and everyone has to inform their management about their holidays. Richard made everyone send messages with their available dates and entered them into a calendar. This made it easier to choose a date. Unfortunately, after Richard set the date, John reminded himself that he forgot to exclude this date in his message...

## **Scenario 3**

Mark, along with his four friends, wants to attend a music festival in Berlin in two months. He bought the tickets a long time ago; he does so every year. Last year the apartment they rented was terribly old and far away from the festival. That's why this year everyone has something to say about the accommodation. Mark spent a couple hours looking for cheap apartment options and sent them through Telegram, where they have a group conversation after saving everything in his notes. After a lively discussion, a couple of options emerged as most appropriate. Mark found them by browsing through the conversation and made a voting poll. After the vote, two apartments tied – the price decided. Now the same needs to be done for transportation.

## **Final usability test tasks**

### **Task 1**

[Polish]

W wycieczce "Bahamy z rodziną" zagłosuj za hotelem Guarama.

[English]

In the trip 'Bahamas with family' vote for hotel Guarama.

### **Task 2**

[Polish]

Zobacz, który hotel wygrał głosowanie w wycieczce "Budapeszt".

[English]

See which hotel won the vote in 'Budapest'.

## Task 3

[Polish]

Ze znajomymi chcecie zaplanować wyjazd do Pekinu od 29.10.2020 do 03.11.2020. Utwórz plan, który pomoże Wam to zrobić i nazwij go "Pekin". Chcecie lecieć w obie strony i wynająć auto na miejscu. Później dodaj link linii lotniczych QuickAir jako propozycji na pierwszy lot.

[English]

Along with your friends you want to plan a trip to Beijing from 29.10.2020 to 03.11.2020. Create a plan which will help you do that and call it 'Beijing'. You want to fly both ways and rent a car there. Later, add a link to QuickAir airlines as a proposal for the first flight.

## Task 4

[Polish]

Stwórz nową wycieczkę i nazwij ją "Wyprawa do Porto". Niestety, ze znajomymi nie ustaliliście jeszcze daty, więc musisz podać daty, które odpowiadają Tobie. Ustaw je na 1-6.09.20 i 15-28.09.19. Póki co chcecie ustalić tylko loty. Po dodaniu wycieczki wróć do menu głównego

[English]

Create a new trip and call it 'Trip to Porto'. Unfortunately, you haven't picked a date yet with your friends, so you have to give dates that are okay for you. Set them as 1-6.09.20 and 15-28.09.19. For now you only want to plan the flights. After adding the trip, return to the main menu.

## Task 5

[Polish]

Ze znajomymi uznaлиście, że przy wyjeździe do Pekinu nie będziecie wspólnie planować powrotu. Usuń etap powrotu z wycieczki.

[English]

You and your friends decided that you won't be planning the return from Beijing together. Delete the return stage from the trip.

## Task 6

[Polish]

Razem ze znajomymi musicie wpisać ceny paliwa z trzech różnych państw, przez które przejedziecie w drodze do Budapesztu. Otwórz arkusz w odpowiedniej podróży i dodaj te informacje w osobnych polach:

- Czechy: 4,8
- Słowacja: 4,7
- Węgry: 4,7

[English]

You and your friends need to enter the oil prices from three different countries which you will drive through on your way to Budapest. Open the spreadsheet in the appropriate trip and add this information in separate cells:

- Czechia: 4.8,
- Slovakia: 4.7,
- Hungary: 4.7.

## Task 7

[English]

Otwórz wycieczkę do Pekinu w Telegramie korzystając z opcji Travello. Dodaj dwie opcje wynajmu aut, które chatbot zrozumie dzięki linkom: fastcar.com i monte.com (wprowadź jeden link na raz). Upewnij się, że opcje zostały dodane.

[Polish]

Open the trip to Beijing in Telegram using options provided in Travello. Add two proposals for car rental. The chatbot will understand them thanks to links: fastcar.com and monte.com (enter one at once). Make sure that the options were added.