CEN 334 Introduction to Human Computer – Interaction **Project design**

Cinema Ticket Reservation System

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Logo Design

This logo design is a nostalgic ode to the golden age of cinema, incorporating ols movie components to evoke a sense of classic charm and timeless elegance. It captures the essence of vintage films and transports viewers to a world of nostalgia and cinematic wonder.

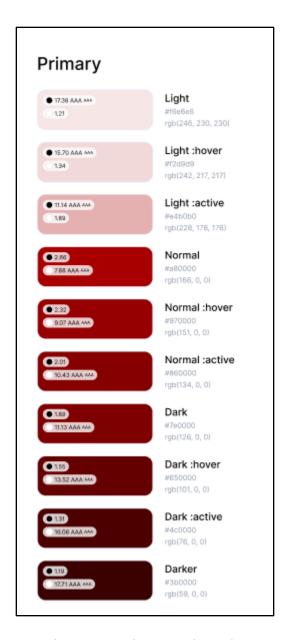
These elements are delicately integrated into the diesign, creating a visual composition which shows rich history and artistic legacy of old movies.



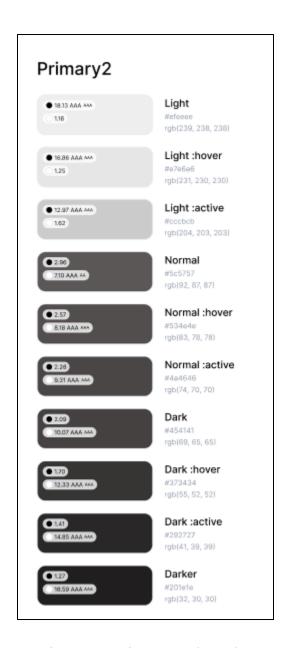
Picture 1.1 CineLine Logo Design

Color Palette

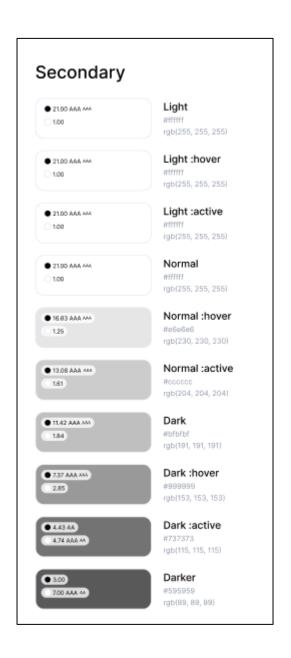
In this project, we used minimalistic number of color palettes. The limited use of colors helps to convey a sense of focus and clarity, allowing the key elements of the design to stand out and make a strong impact. By removing unnecessary distractions and complexities, the design is able to communicate its message more effectively and efficiently.

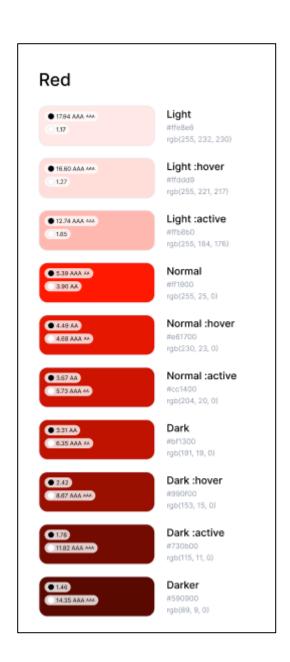


Picture 2.1 Primary Color Palette



Picture 2.1 Primary2 Color Palette





Picture 2.1 Secondary Color Palette

Picture 2.1 Accent Color Palette

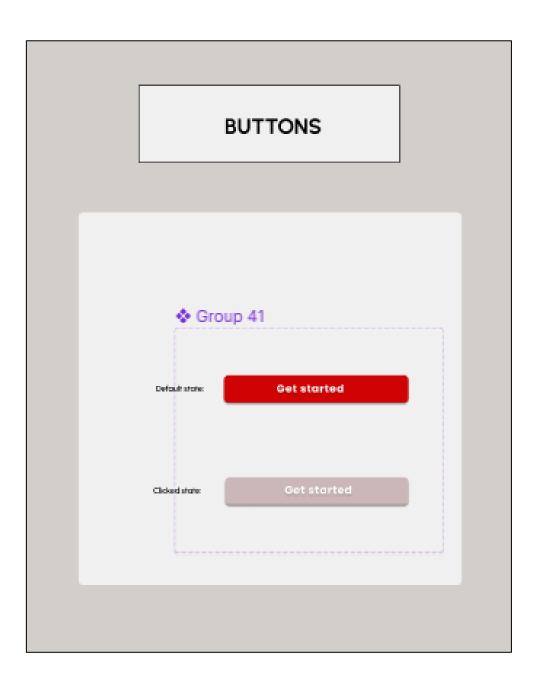
Font Palette

For Font Palette, we took the most into consideration how does it look to the user on the first glance of the design. We used four different fonts, font heading 1, 2, 3 and of course paragraph. For Font Style we used *Dancing Script* for the name of the App, and every other text is written in *Urbanist*.

Type of Text	Size	Font Style
Heading 1	35	Dancing Script
Heading 2	22	Urbanist
Heading 3	18	Urbanist
Paragraph	12	Urbanist

States

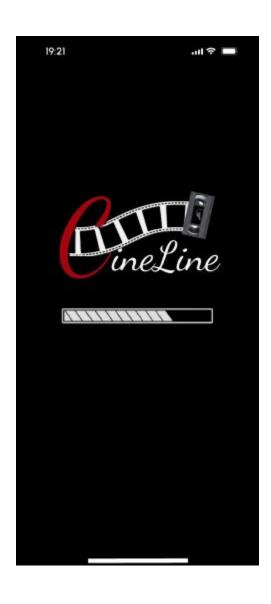
As we can see, we included only one button state and that is changing color whilst clicking. It isn't possible to hover on mobile app, so we excluded that option.



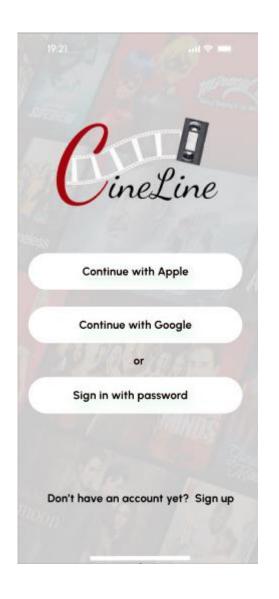
Design Prototype

Pitcure 1: Opening App, loading

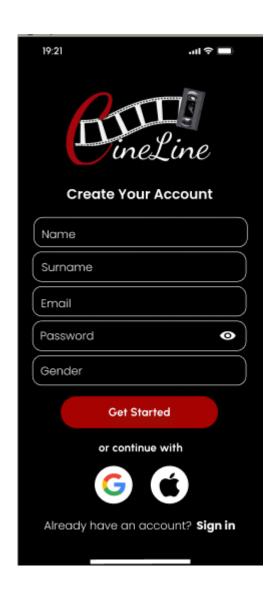
Piture 2: Front page, starting application

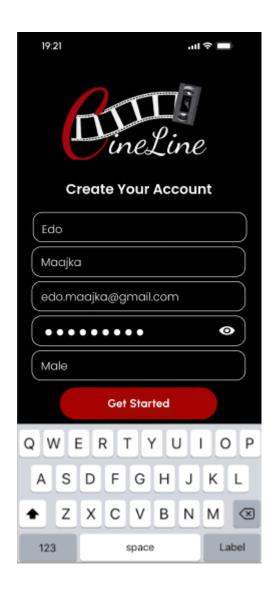


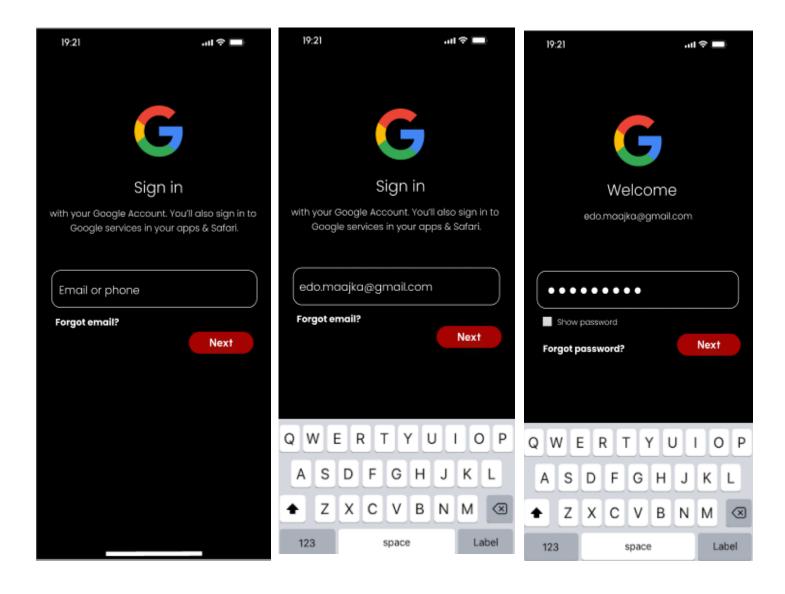


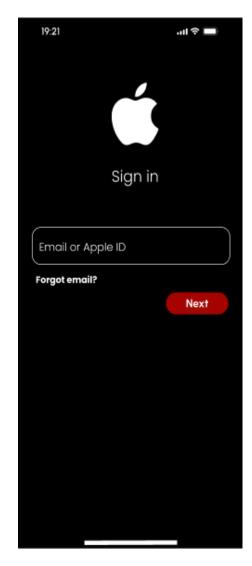


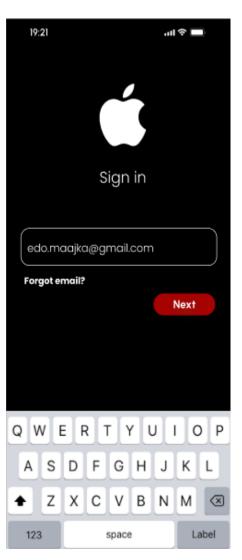




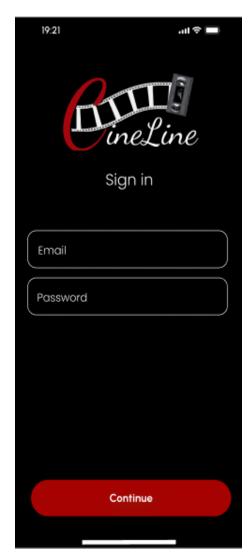






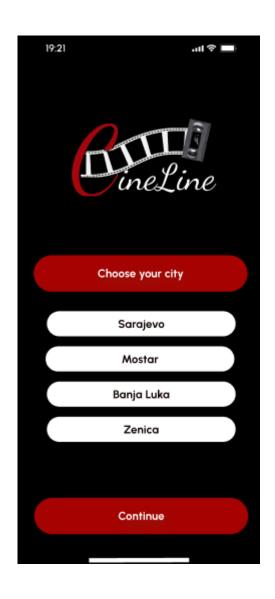










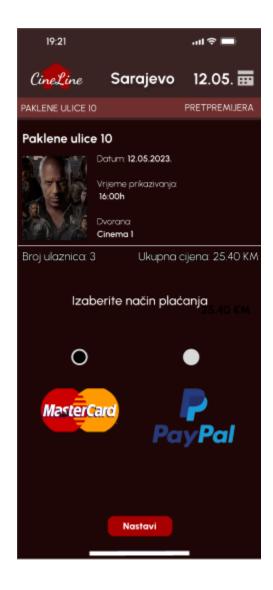




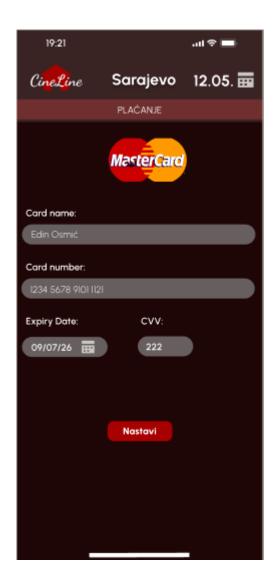


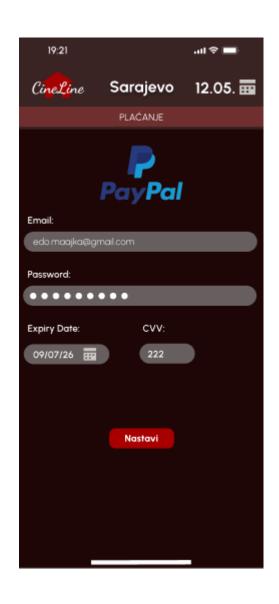








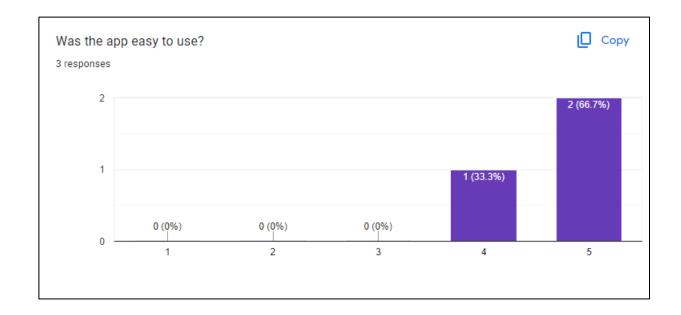


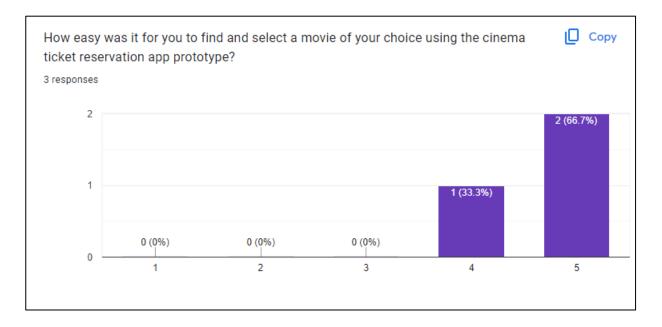


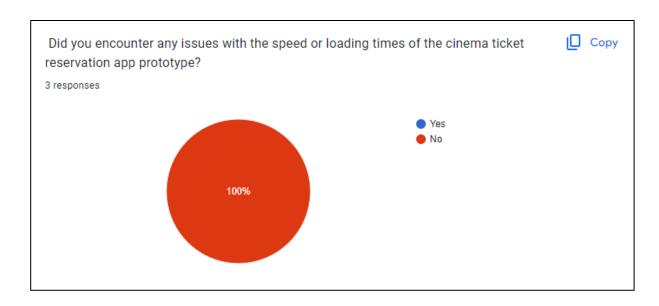


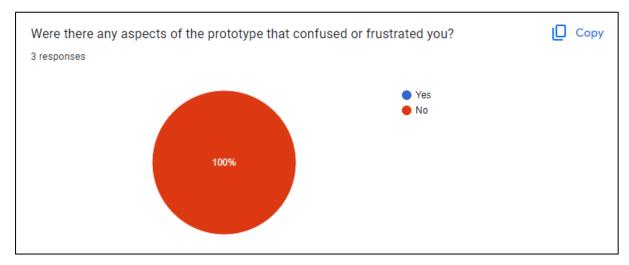
Usability Specifications

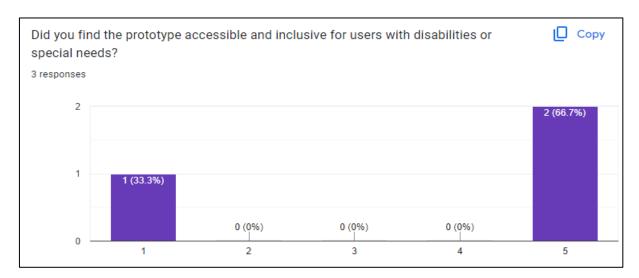
Usability Specifications for testing of our prototype are: User Registration and Login, List of movies, Movie Details, Projections, Seat Selection and Reservation, Checkout and Payment, Confirm payment.

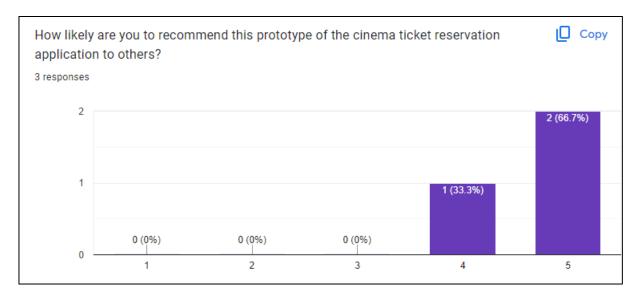


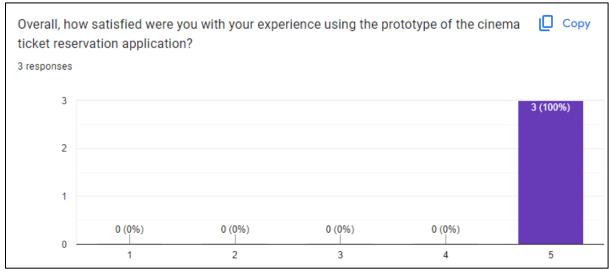


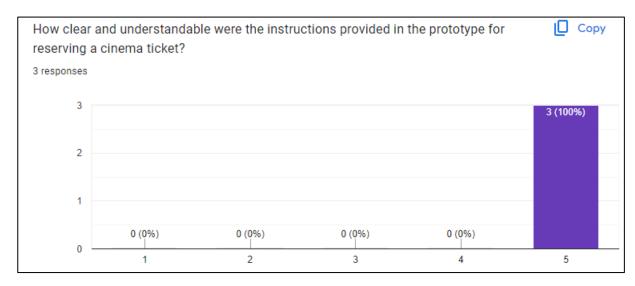












Applied UX priciples

1. User-centered

The design is focused on the user's needs and is designed to make it as easy as possible for users to book tickets for their movie.

2. Accessibility

The product is made to be accessible to everyone, and easy to use.

3. Efficiency

The complication when buying tickets has been reduced, so that users save time.

4. Simplicity

The reservation process is simple and straightforward, avoiding unnecessary complexity or steps that may confuse or frustrate users.

5. Clear Information Hierarchy

Information is in a clear hierarchy, ensuring that essential details such as movie titles, showtimes, and seat availability are prominently displayed and easily understood.

6. Fast Loading Times

The system is optimized for fast loading times to prevent users from experiencing frustration or abandoning the reservation process due to slow performance.

7. Clear and Intuitive Navigation

The system Provide a clear and intuitive navigation structure that allows users to easily find movie listings, showtimes, and seat selection options.

8. Minimalism

The interface is clean and uncluttered, focusing on essential elements.

9. Consistency

We maintain consistent design elements, such as button placement, color scheme, and typography.

10. Visual cues and feedback

Providing a visual cue, such as confirmation of a successfully paid ticket.