Sketch 1 Court Booking- sketch1	Walkthrough Results: • User felt the overall design to be intuitive as she knew what to do from the start • User had to do a lot of clicks to book courts at different date and different court. • It was easier to book when user had a favorite court to book from • User frequently had scroll down to book courts in a later time of the day Strength: • Design felt intuitive • Quick booking and unbooking Weakness: • No view of what the user already booked • A lot of clicks to be made
sketch 2 Court Booking-sketch2	Walkthrough Results: • The UI felt like a shopping experience where user takes an item from the shelf and drops it in her basket. • User had to do a lot of clicks to book courts at different date and different court. Also, the other dates and courts information were not at a glance • As the user is using a laptop, she had to use two hands on her trackpad to drag and drop the bookings. • The user was clueless when she wanted to unbook the booking. She tried dragging the booked court back to the left side to unbook. • The dragging boundary was not clear for the user. Strength: • Feels intuitive like a physical shopping experience. • Gets a view of what the user already booked Weakness: • No view of what the user already booked • A lot of clicks to be made • Drag and drop required two hand in a laptop for comfortable use

Court Booking-sketch3
	Walkthrough Results:
	• This UI also felt intuitive to the user as it shared similar experience to using a calendar.
	• User got all the booking options for a particular court at a glance
	• The user chose her preferable court and selected her timings easily.
	• The user saw her total booking and used "Add to cart" intuitively like online shopping experience
	
	Strength:
	    • Intuitive to use by the user
	    • Gets all the information for a particular court at a glance and it saves time, extra clicks and scrolling
	Weakness:
	    • Maybe too much information clusters in a single window.
	    • User has to pass two scene to finalize bookings

View Bookings-sketch2
	Walkthrough Results:
	• Users get a similar experience to a list.
	• The user had to scroll and read off individual information of each booking to get what her schedules are. Her today's booking wasn't apparent to her.
	
	Strength:
	    • Easy to use.
	Weakness:
	    • User have to read all the booking information to get what bookings she has today.
	    • Extra working - scrolling

|	
Total booking 4/6 **Today** **Upcoming** Book Info Book info Book info Book info View Bookings-sketch1	Walkthrough Results: • Easy to understand by the user. The user knows which bookings she has for today and what bookings are coming in the future Strength: • Easy to use. • Simplified information. User knows what today's schedule is. • No extra action needed to be done by the user. Weakness: • User have to read all the booking information to get what bookings she has today. • Extra working - scrolling
TIME / SAT / SUN / MON / TUES / WED / THURS / FRI table 9 AM — Book info (SAT), Book info (TUES) 10 AM — Book info (WED) … 8 PM 9 PM View Bookings-sketch3	Walkthrough Results: • The user figures out what day is today and then finds her booking schedule for today in this UI. • The UI has similar experience to old style calendar booking marking. Strength: • Easy to find out booking time and date and booking information • No extra action needed to be done by the user. Weakness: • The user has to figure what day is today and find the particular column.
Book Info Delete Book info Delete Book info Delete Cancel Booking-sketch2	Walkthrough Results: • The user had to read of the booking information first to delete her intended booking • The design felt intuitive like a list to the user. Strength: • Easy to use • All her booking is presented and user can delete a particular booking with a single click Weakness: • The user can delete another booking my mistake.

	• The user has to read off the booking information to delete the correct booking
Book Info Book Info Drag and Drop Book info Book info (trash can) Book Info Book Info Cancel Booking-sketch1	Walkthrough Results: • The user found the design similar to the experience of throwing items to trash. • The user had difficult to drag and drop as the user is using a trackpad on her laptop. She had to use 2 hands to comfortably delete the booking. Strength: • Design is intuitive to understand Weakness: • Users has to read off booking details in order to delete the correct booking. • Multiple drag and drop to delete bookings.
Time MON TUES WED . . . SUN 9 AM [x] 10 AM [x] . . . 9 PM [x] Cancel Booking-sketch3	Walkthrough Results: • The user found the design similar to the experience of calendar booking. • The user easily found the correct court booking for deleting by reading of the information on the column and row. Strength: • Design is intuitive to understand • Easy to find the correct booking • Very few clicks to be done by the user. Weakness: • No weakness found