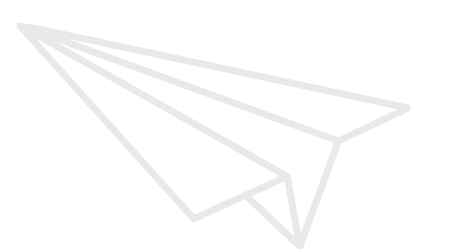
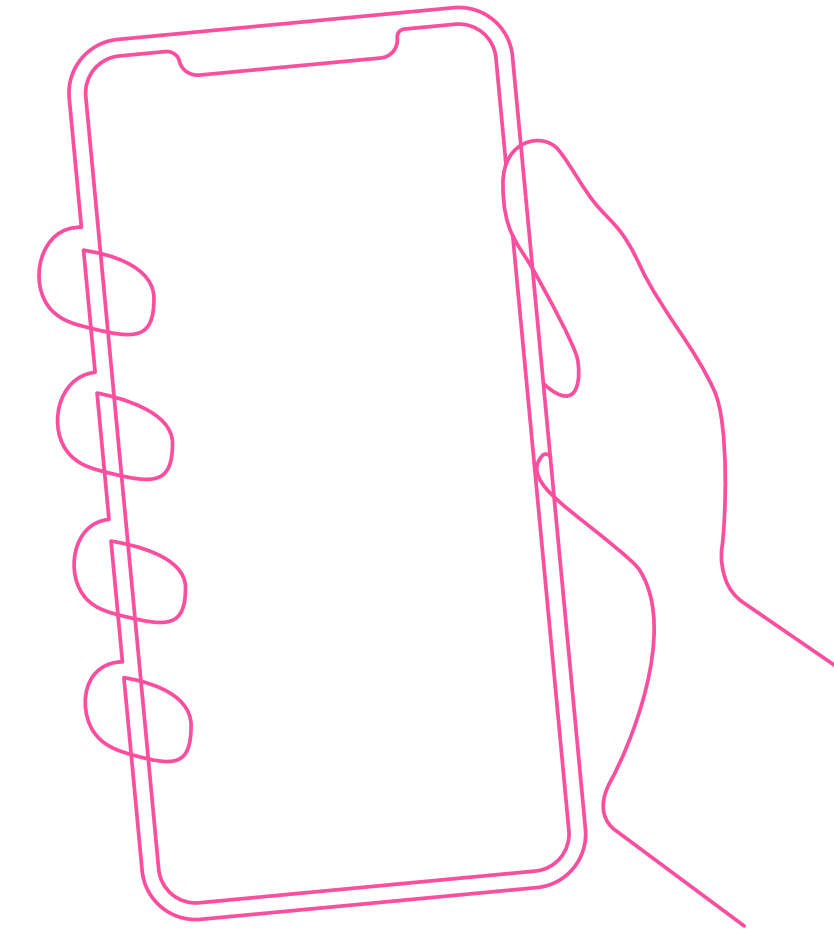


WIREFRAMES FOR MOBILE

Hand-off notes for developers

Contents:

- 01: REPEATING SCREEN ELEMENTS
- 02: BOOK YOUR FLIGHT
- 03: AIRPORTS DEPARTURE
- 04: AIRPORTS ARRIVAL
- 05: TRAVEL DATES
- 06: SEARCH FOR FLIGHTS ANIMATION
- 07: DEPARTURE FLIGHT
- 08: DEPARTURE SEAT
- 09: RETURN FLIGHT
- 10: RETURN SEAT
- 11: PASSENGER INFORMATION
- 12: BOOKING SUMMARY

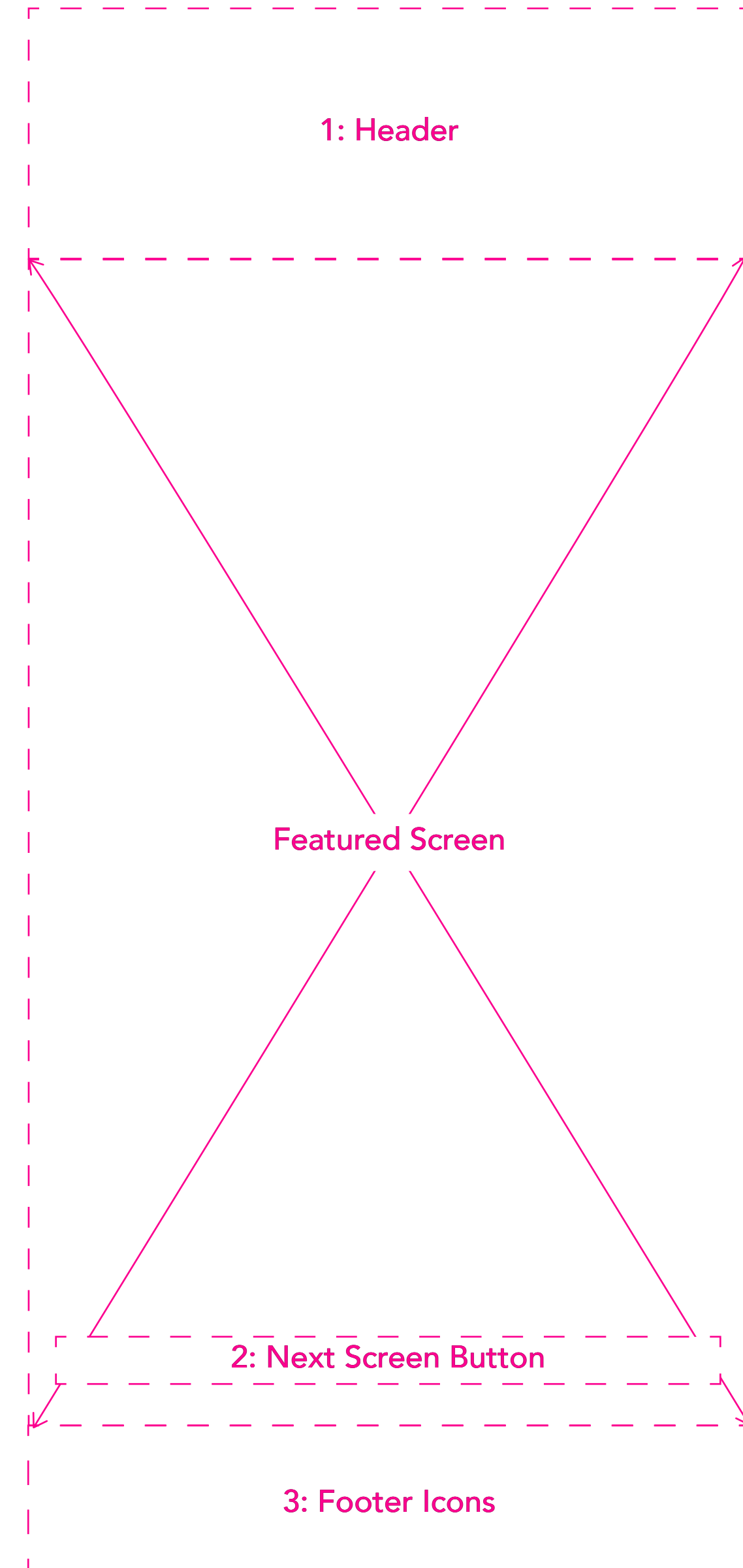


REPEATING SCREEN ELEMENTS

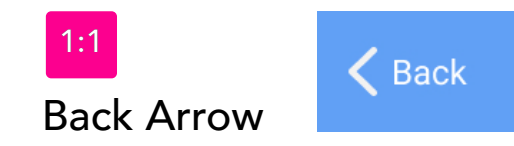
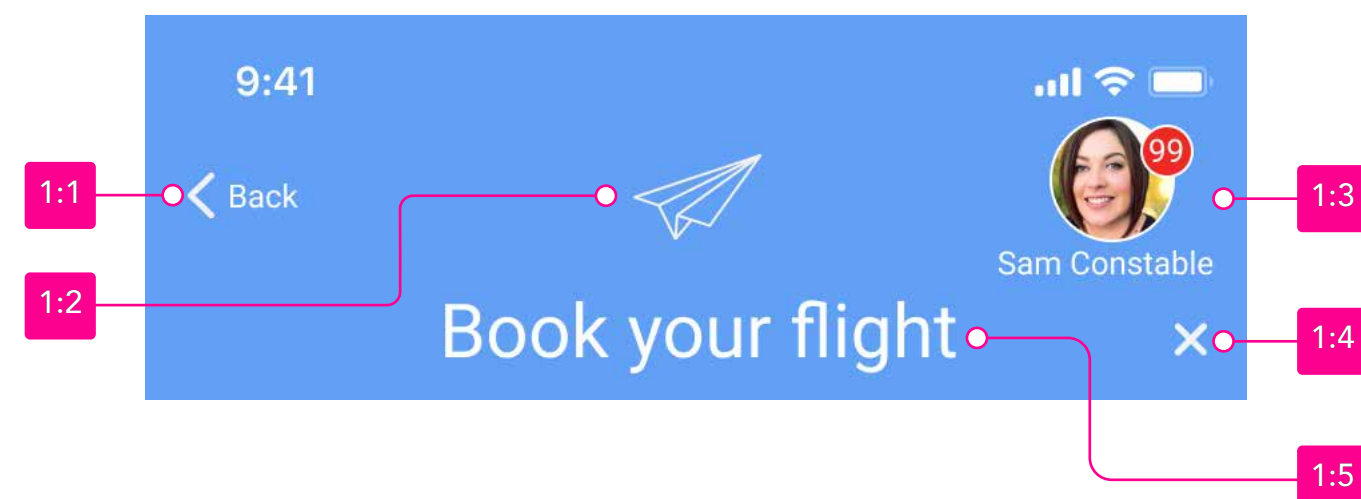
Saving Users Data

In every instance, when the User selects or inputs data, their work automatically saves, eliminating repeating effort as the User moves back and forth between screens. For example, this data provides the parameters when looking for flights varified FLY UX looking booking

Screen Sections



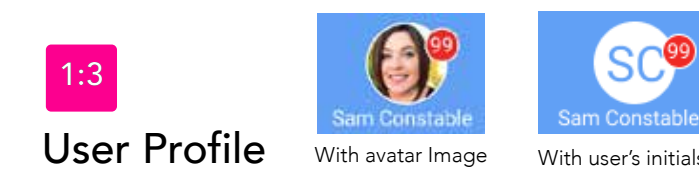
1: Header



Back Arrow
The Back Arrow, a single-state navigational component, moves the User back to the previous screen when tapped.



Logo
When tapped, the Logo icon, a single-state navigational component, returns the User to the application's main home screen.



User Profile
When tapped, the User Profile, a single-state three-segment informational component, brings the User to the Notification Screen. Personalizing a registered User account is managed by selecting the My Profile Settings link under the More Icon.

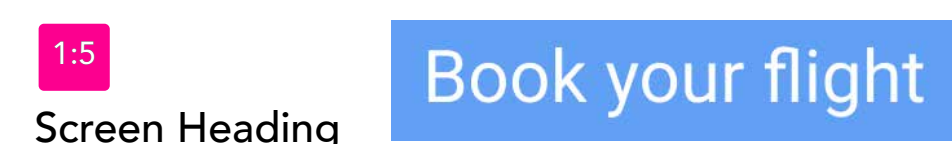
Avatar: A User with a registered account can personalize by uploading an image as their avatar. If there is no avatar image, the first and last name initials of the User are displayed.

Notification: A numerical display of the notifications needing the Users attention. With a minimum value of 01 to a maximum of 99. The circle element does not show if notifications are below the value of 01.

Profile Name: The User may choose a profile name for their registered account; if the User has not entered a profile name, the field defaults to show their first and last name used at registration. There is a maximum character count of 15; if exceeded, the name truncates.

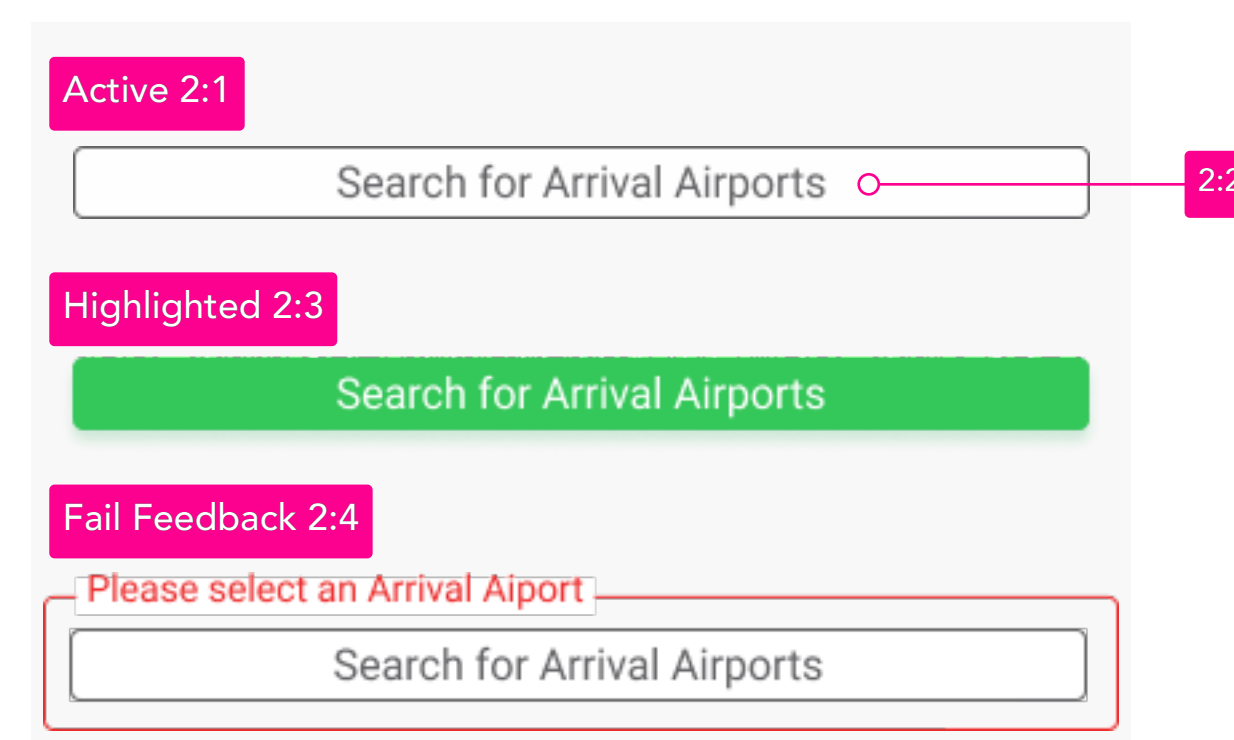


Exit Screen Button
The Exit Screen Button is a single-state single segment navigational element that, when tapped, triggers a modal overlay; the featured screen beneath is deactivated and appears blurred. The User must tap on one of the choices presented by the modal to proceed.

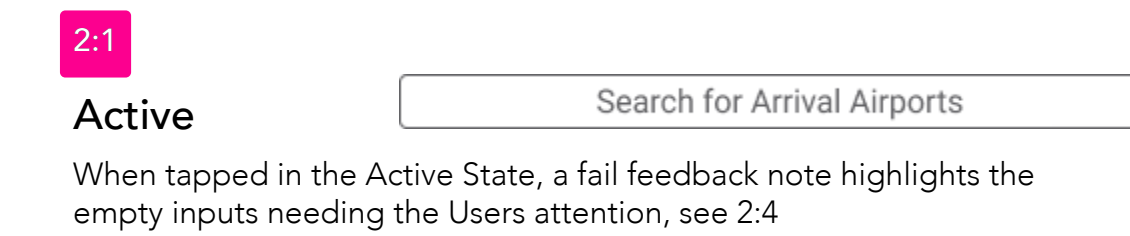


Screen Heading
The Screen Heading is a navigational element that contextually changes as the User moves back and forth between screens. For example, the screen heading would read Departure Airports when the User is on the departure airports screen.

2: Next Screen Button

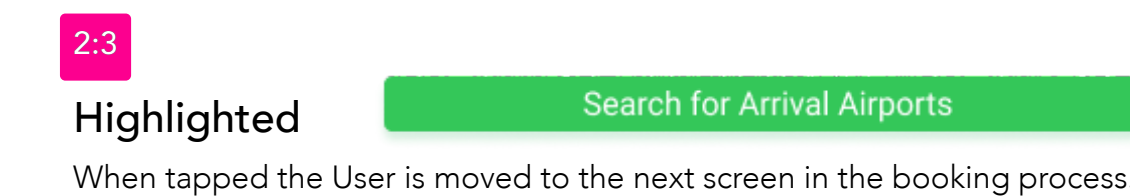


Next Screen Button
The Next Screen Button is a three-state (Active, Highlighted, and Fail Feedback) UI input element. The button state remains active; until all inputs are entered by the User and validated by the system. Then the button state changes to the highlighted state, and when tapped, the User moves to the next screen. Finally, if tapped in the active state, a fail feedback error message surrounds the button with a note on how the User can correct before going to the next screen.



Active
When tapped in the Active State, a fail feedback note highlights the empty inputs needing the Users attention, see 2:4

Button Label
The button label contextually changes to the title of the next screen heading (see 1:5) in the booking process.



Highlighted
When tapped the User is moved to the next screen in the booking process.

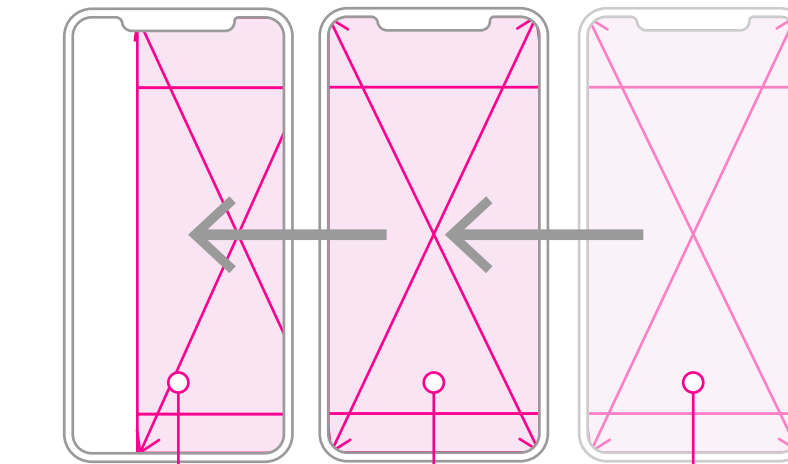
Fail Feedback
A message informs the User how they correct any errors before going to the next screen.

3: Footer Icons



Footer Icons
A Footer Icon is a UI navigational component that when tapped moves from the featured screen to an associated linked screen.

4: Screen Transitions



New Section First Screen
First Screen Right to Left at 300ms

Screens within section
transition using dissolve ease out at 300ms motion

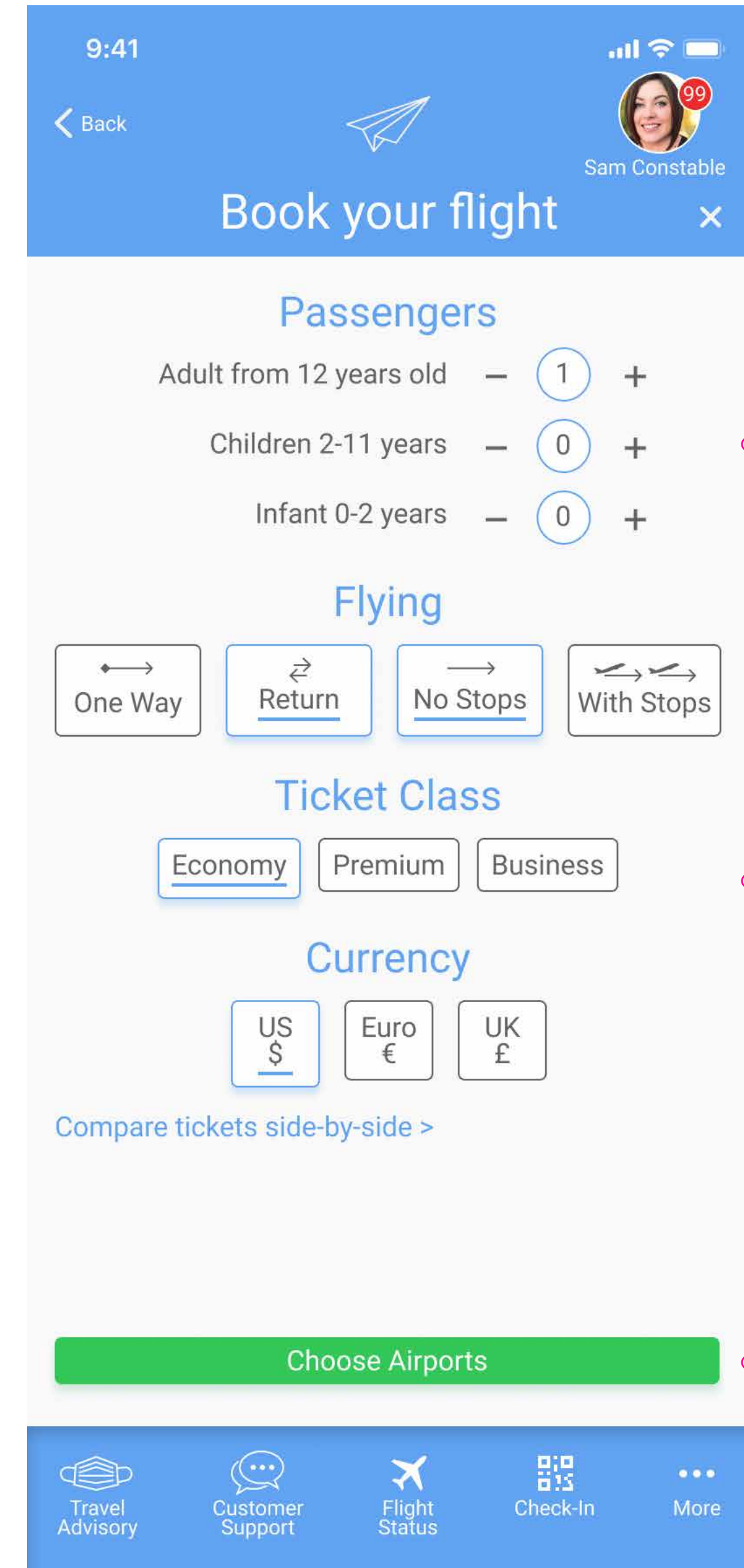
The first screen of a new section moves in from right to left at 300ms in a linear motion, giving the animated appearance of overlaying the previous screen. Screens within a section transition to the next using the dissolve ease out at 300ms motion.

BOOK YOUR FLIGHT

Screen 01:

The Book Your Flight screen's goal is to help the User establish their basic travel requirements before moving to the next screen, Airports Departure. Read aloud: an example would be - One Adult passenger traveling return with no stops, priced in US dollars on an Economy ticket.

Sample Screen

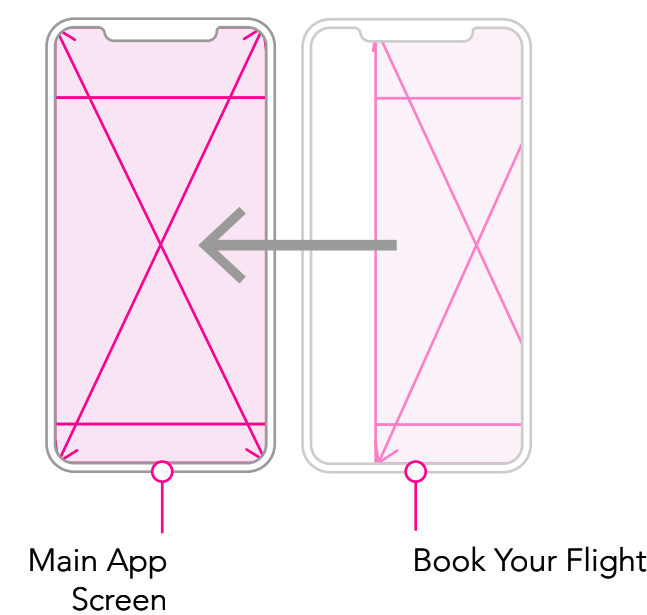


5: Number Stepper

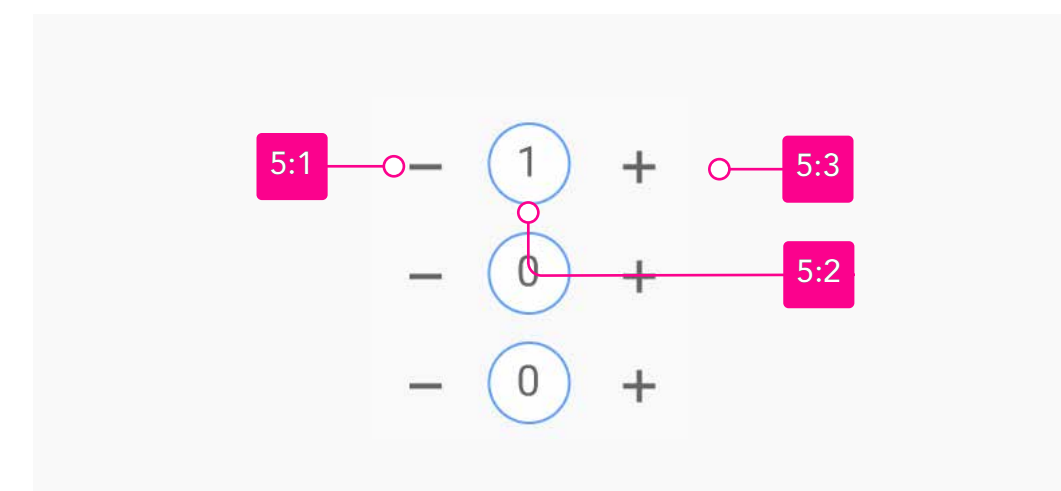
6: Travel Preferences

2: Next Screen Button

4: Screen Transition



5: Number Stepper



Number Stepper

The Number Stepper is a three-segment UI control element used to increase or decrease a numeric value when the User taps the minus or plus buttons. If both buttons are pressed simultaneously, there is no numeric value change; instead, there is haptic feedback to gain the User's attention. Haptic feedback communicates to the User that they are engaged in a long press when their finger rests a single button resulting in an autorepeat behavior. According to the button tapped after moving off the button and a short delay, the value again decreases or increases in single increments. The longer the press is maintained, the faster the rate of value displayed increases or decreases.

5.1 Minus Button

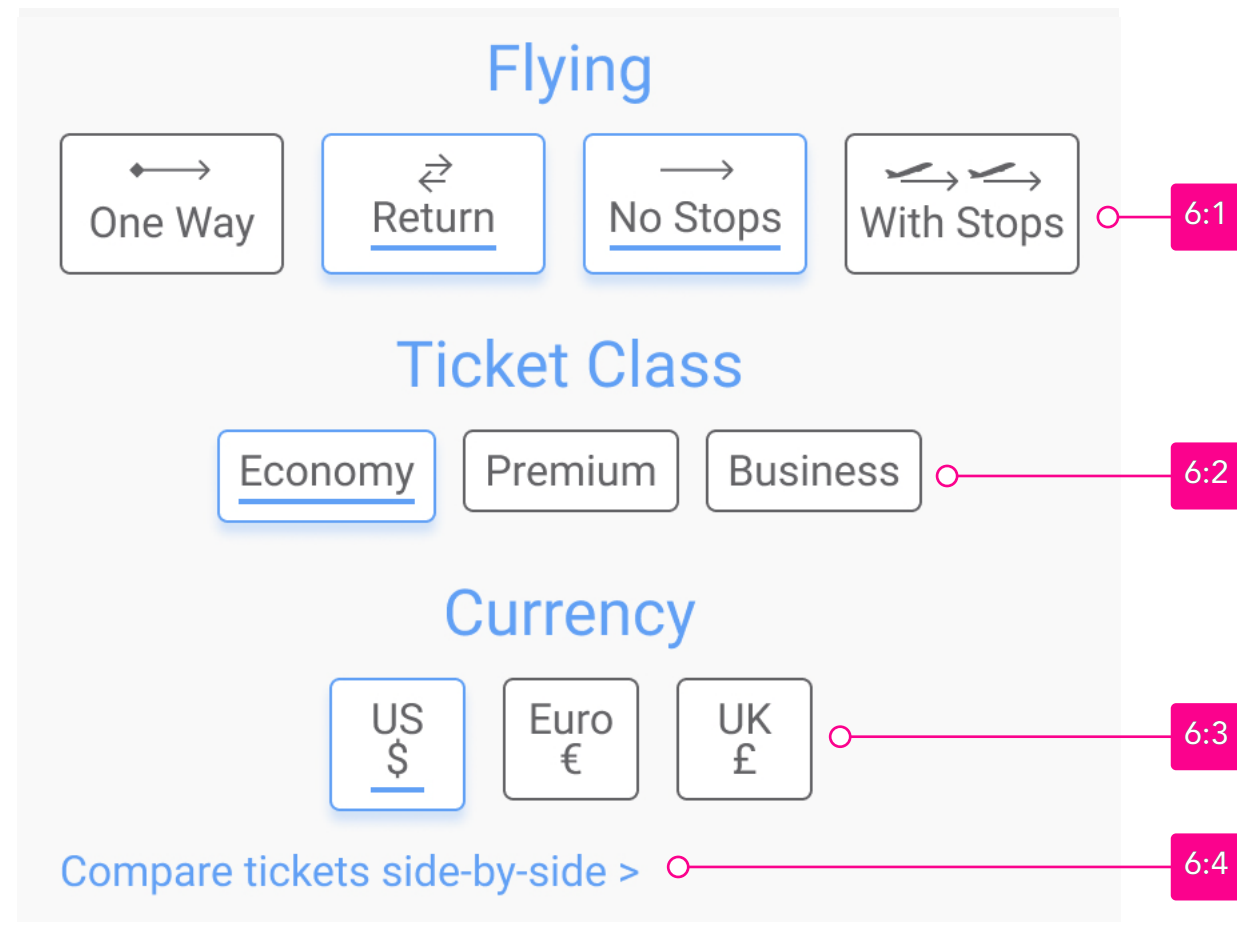
When the User taps on the Minus Button, the value decreases by one digit; the lowest value possible is 0.

5.2 Display Stepper

The Display Stepper presents the current numerical value entered by the User as they tap on either the minus or plus buttons. The minimum value displayed is also the default at 0, with the maximum value at 99.

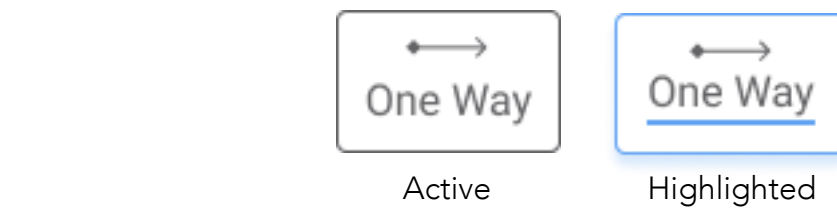
5.3 Plus Button

When the User taps on the Plus Button, the value increases by one digit; the highest value possible is 99.

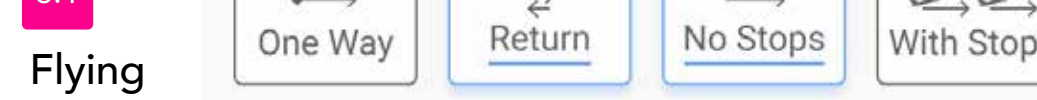


Travel Preference Button

A Preference Button is a two-state (Active or Highlighted) UI input element. When tapped, changes the button state to indicate the User chosen preference. The buttons' appearance alternates between being either in the Active State or active state.



6.1 Flying



A User can select either One Way or Return but not both, or No Stops or With Stops but not both. The buttons Return and No Stop are pre-selected for the User. The value of the buttons selected acts as preferences when searching for flights.

6.2 Ticket Class Button



A User can select either the Economy, Premium, or Business. In addition, only one ticket class is selectable from the three supported—the pre-selection retrieved from the user's last booking or a specified in the User Account preferences. The ticket class selected is used to calculate flight pricing and cabin seating.

6.3 Currency



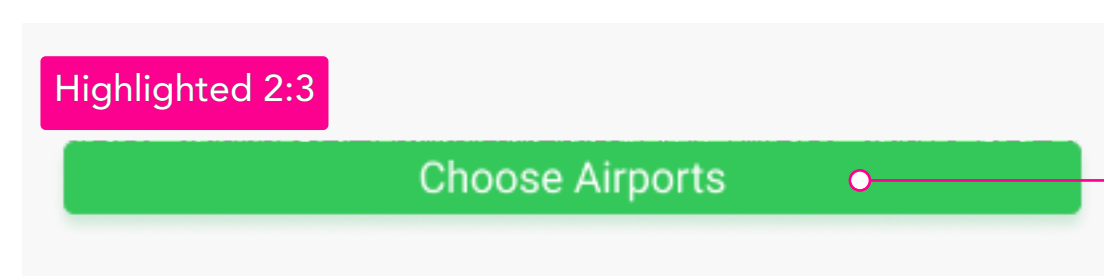
A User can select either US \$, Euro €, or UK £. In addition, only one currency is selectable from the three supported—the default pre-selection is retrieved from the user's last booking or as specified in the User Account preferences. The currency selected is used to calculate flight pricing and taxes.

6.4 Link to additional information



When a User taps on the link, they are moved to a screen displaying the ticketing type side-by-side with a comparison of what's included, such as baggage allowances, Wifi, and extra perks. This screen is related to but not included in the scope of work for the booking a flight process.

2: Next Screen Button



Next Screen Button

The Next Screen Button is a three-state (Active, Highlighted, and Fail Feedback) UI input element. When a screen has pre-selections made on behalf of the User, the Next Screen Button displays in the highlighted state only, and when tapped, the User moves to the next screen.

2.2 Button Label



The button label contextually changes to the title of the next screen heading (see 1:5) in the booking process.

2.3 Highlighted

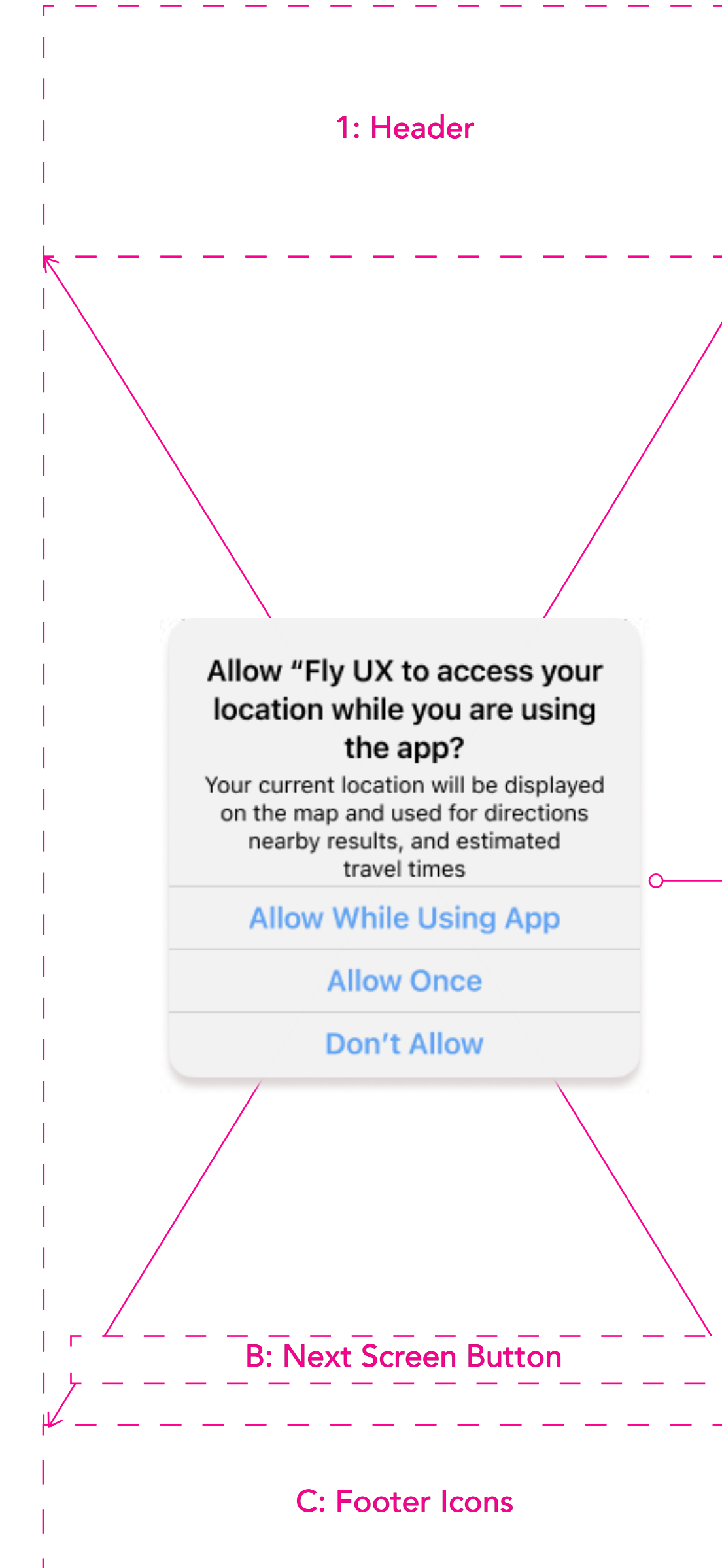


When tapped the User is moved to the next screen in the booking process.

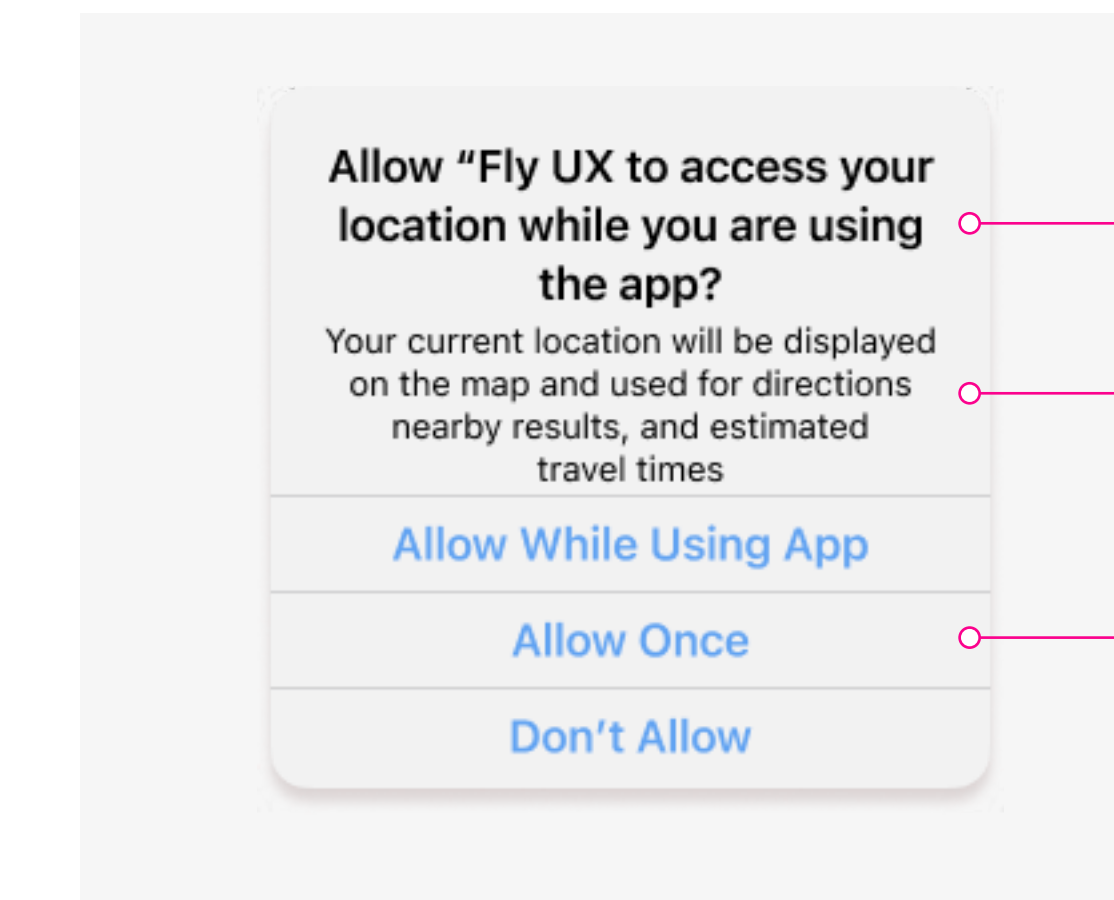
Interruption in the User Flow

After the User has tapped on the highlighted next screen button, if permissions to share the User's location need to be granted, a modal window requesting permission is overlaid the featured screen, disabling and blurring it.

Screen Sections with Modal Window Overlay



7: Modal Overlay



7.1 Modal Header

The Modal Header is an informational static typographical component.

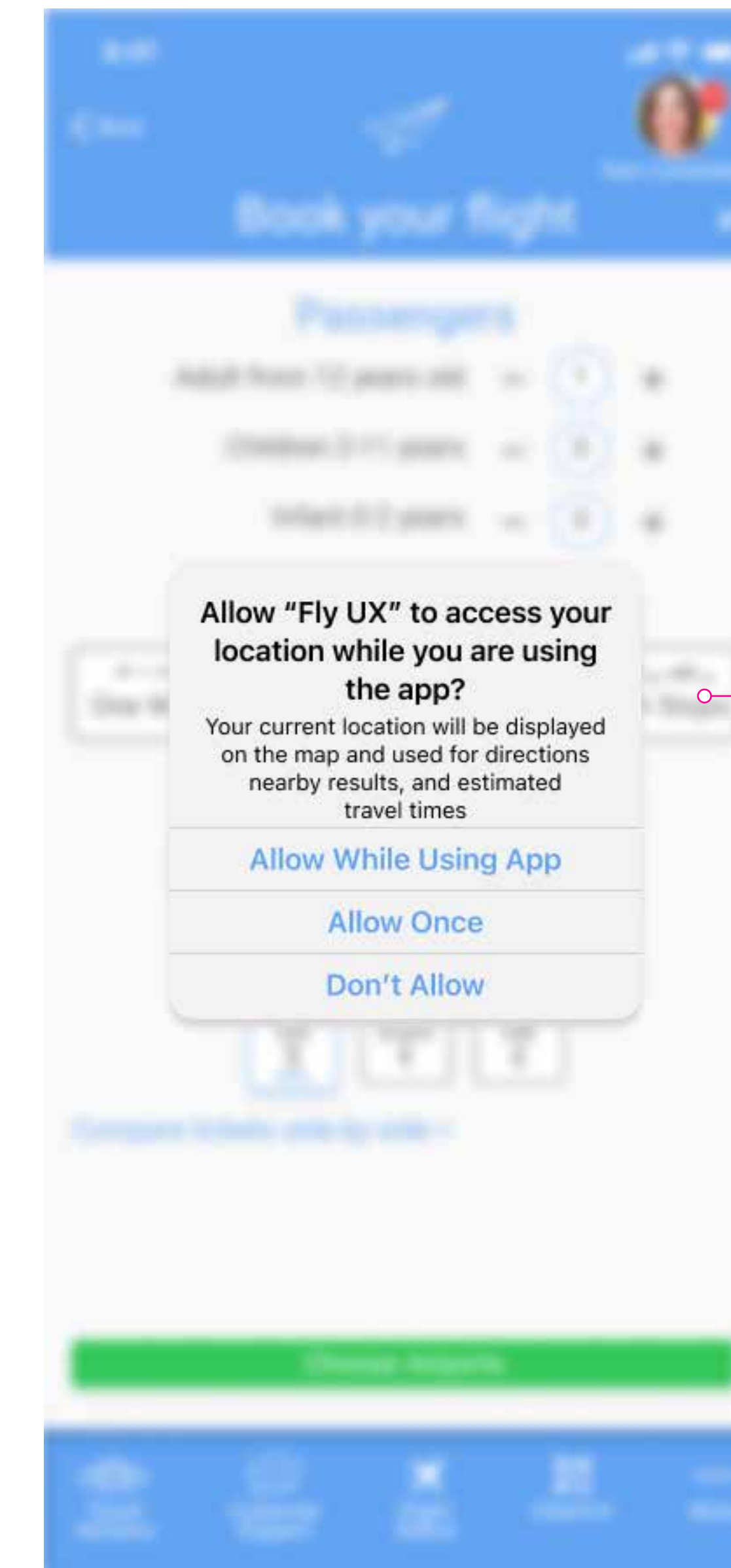
7.2 Modal Message

The Modal Message is an informational static typographical component.

7.3 Modal Prepared Answers

The first answer tapped by the User in the Prepared Answer section initiates the appropriate action. The User moves to the next screen in the booking process with their preference implemented.

8: Disabled Blurred Screen



8.1 Disabled Blurred Screen

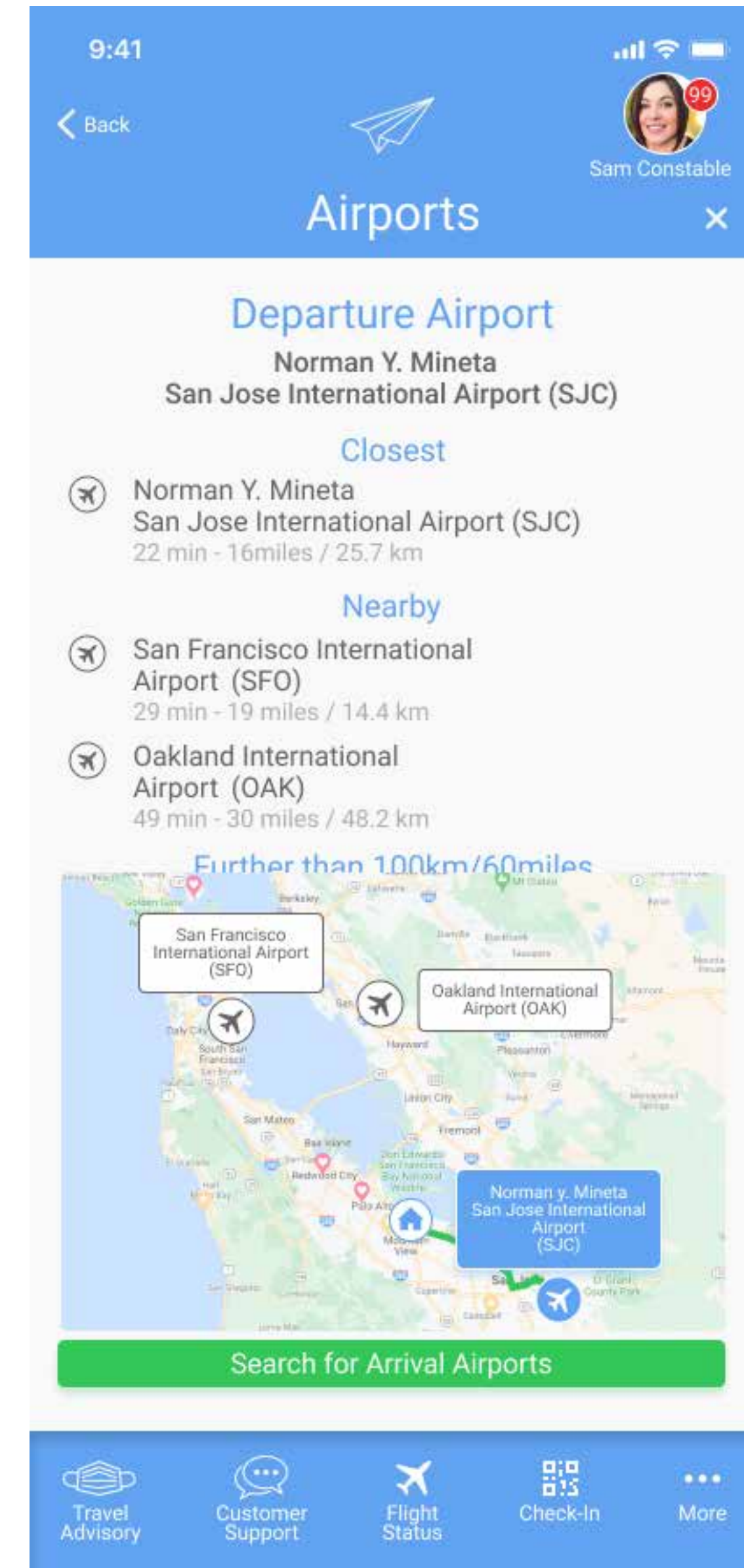
When a modal window is displayed, it overlays the featured screen rendering it inactive and blurred. The screen returns to an active state after the User taps a prepared answer offered by the modal window.

AIRPORTS DEPARTURE

Screen 02:

The Airports Departure screen's goal is to help the User choose their departure airport before moving to the next section, Airports Arrival. Read aloud; an example would be - The User changed the airport found using their geo-location to depart from different airport selected from the interactive map.

Sample Screen



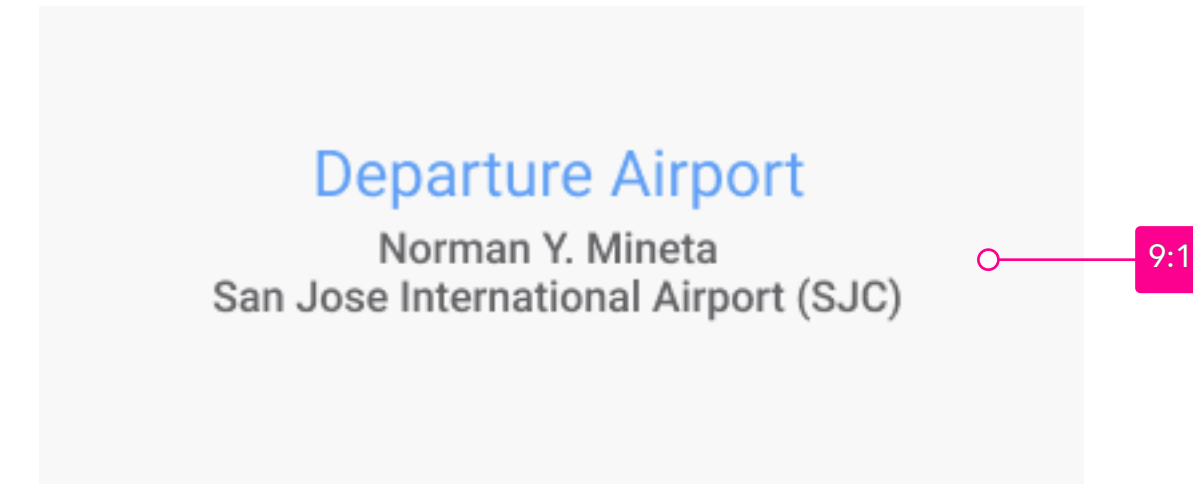
9: Departure Airport

10: Search Result

11: Interactive Map

2: Next Screen Button

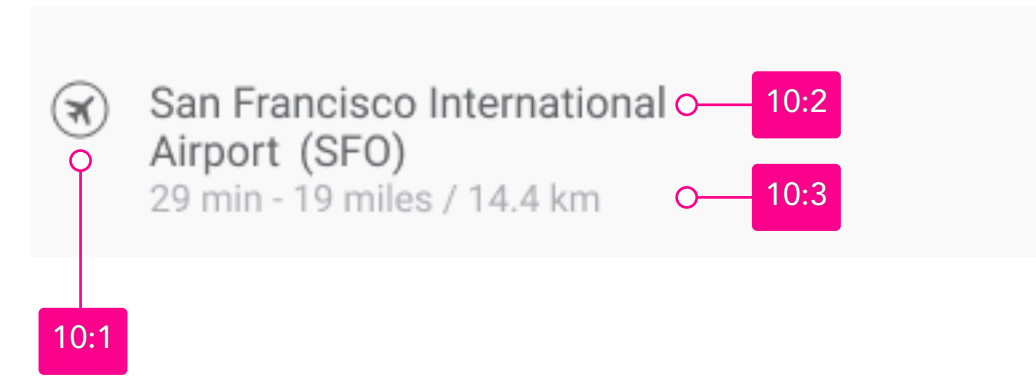
9: Departure Airport



Departure Airport

When the User gives their permission to use their geo-location the nearest airport that FLY UX operates out from is displayed on the interactive map and as text.

10: Search Result



Search Result

Using the geo-location airport that FLY UX operates out from are listed closest, Nearby and those further than 100km/60miles. The User can drag the Home icon to pin a new starting point. When an airport's name is tapped, the route is drawn on the map and selected as the departure named airport.

10:1

Airport Icon

The airport icon is a two-state (Active and Highlighted) UI input element, which, when tapped, selects the associated airport, shown on the interactive map and as the named departure airport.



10:2

Airport Name

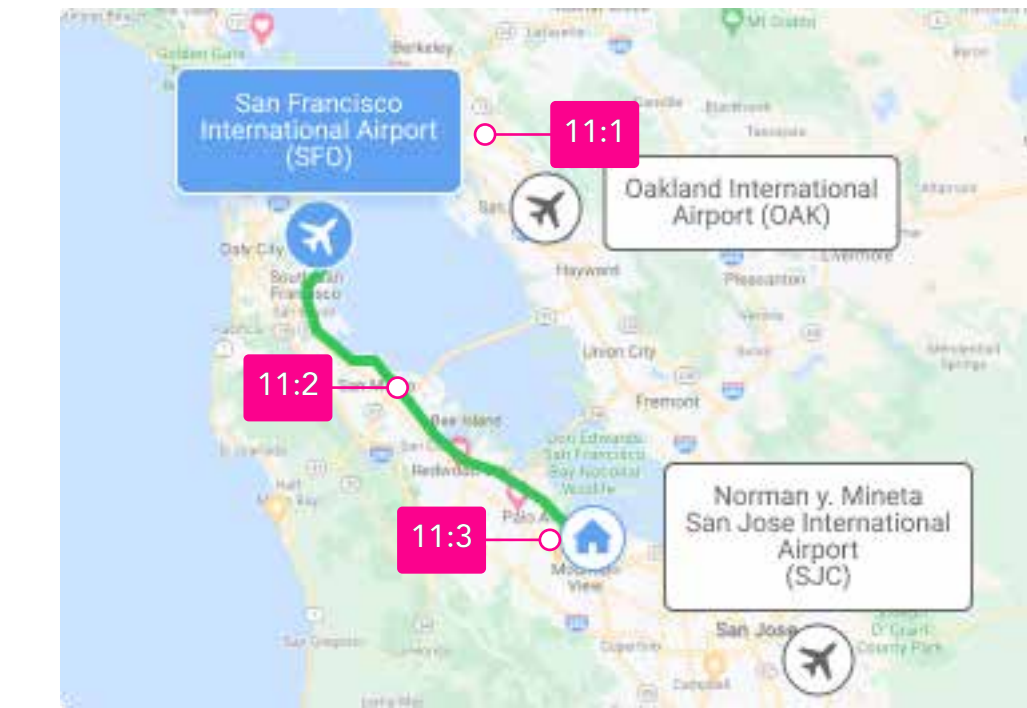
The airport's name is a single state-input element that selects the associated airport when tapped, shown on the interactive map, and as the named departure airport.

10:3

Distance

The Distance is calculated in minutes, miles, and kilometers from the start point icon to the selected airport locator icon on the interactive map.

11: Interactive Map



Interactive Map

The interactive map is a customized version of the google maps API <https://developers.google.com/maps/documentation/javascript/styling>

11:1

Airport Locator Icon

The airport icon is a two-state (Default or Active) two-segment (Airport Name and Airport icon) UI navigational element, which, when tapped, displays in the highlighted state. Only one airport locator can be in the active state at one time. In addition, the selected airport displays as the departure airport (see 9:1), and is the endpoint of the route shown on the interactive map.



11:2

Route

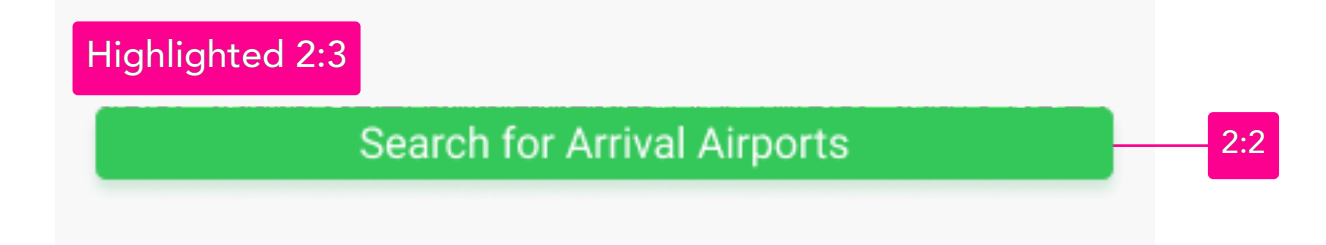
The route plots the distance between the starting point icon and the airport locator icon on the interactive map.

11:3

Starting Point Icon

The starting point icon denotes the beginning of the route leading to a selected airport. The default starting point is the User's geolocation position. A high-level map of the area using their mobile area code shows if they have not permitted the use of their geolocation. The User can reposition the starting point by dragging the icon to any position on the interactive map.

2: Next Screen Button



Next Screen Button

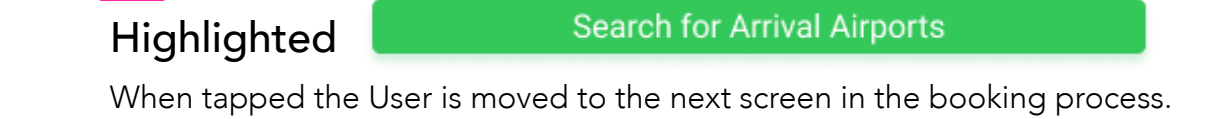
The Next Screen Button is a three-state (Active, Highlighted, and Fail Feedback) UI input element. When a screen has pre-selections made on behalf of the User, the Next Screen Button displays in the highlighted state only, and when tapped, the User moves to the next screen.

2:2

Button Label

The button label contextually changes to the title of the next screen heading (see 1:5) in the booking process.

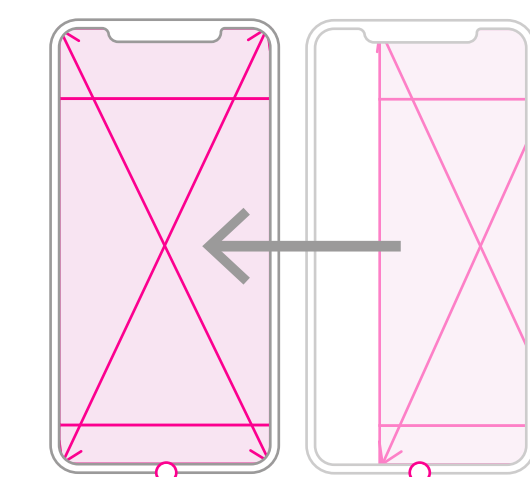
2:3



Highlighted

When tapped the User is moved to the next screen in the booking process.

4: Screen Transition



Book Your Flight

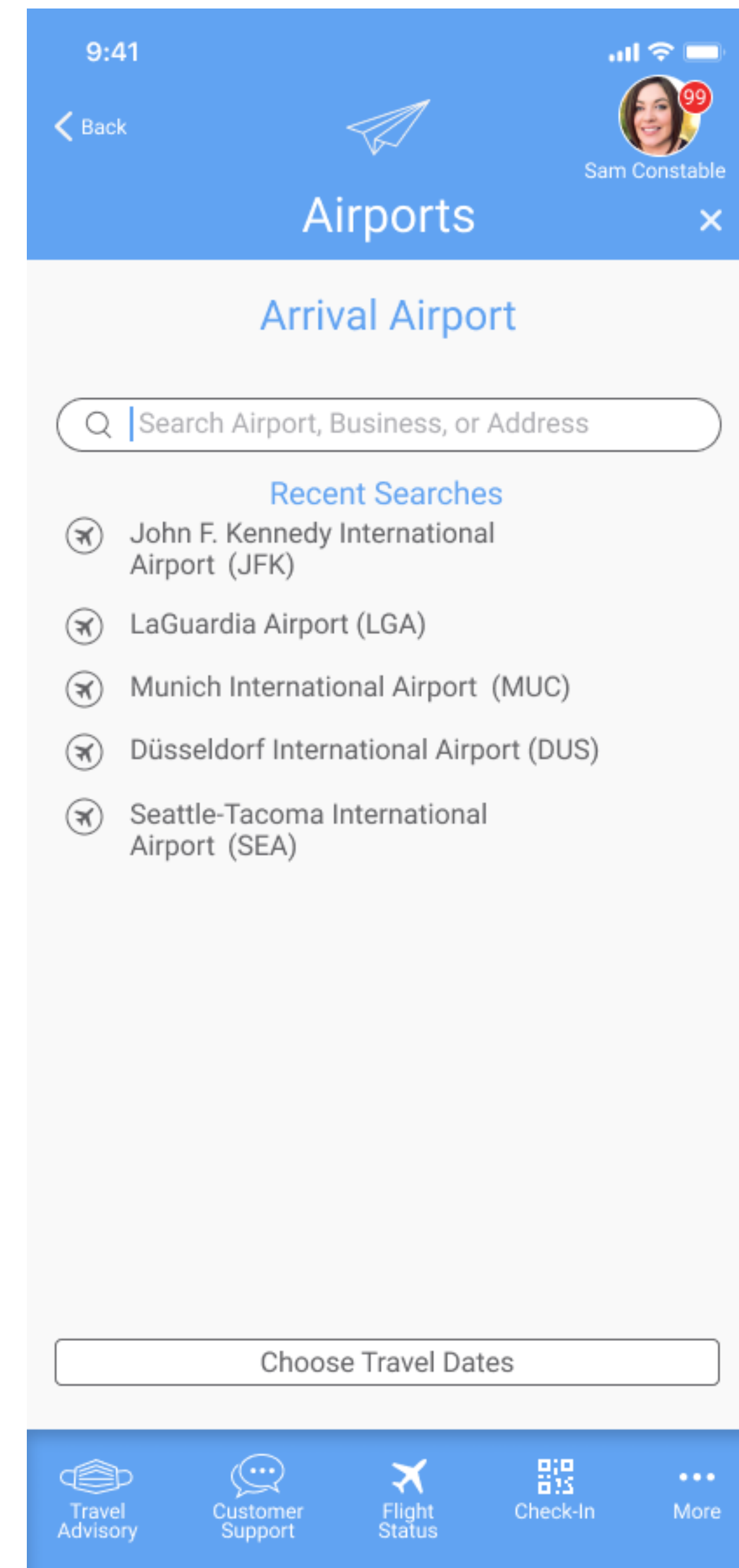
Airports Departure Airport

AIRPORTS ARRIVAL

Screen 03:

The Airports Arrival screen aims to help the User search for arrival airports close to where they will be staying before moving to the next section, Travel Dates. Read aloud; an example would be - The User did not know the nearest airport to their destination; they typed the hotel's name to locate the nearest arrival airport using the search bar.

Example of Recent Searches

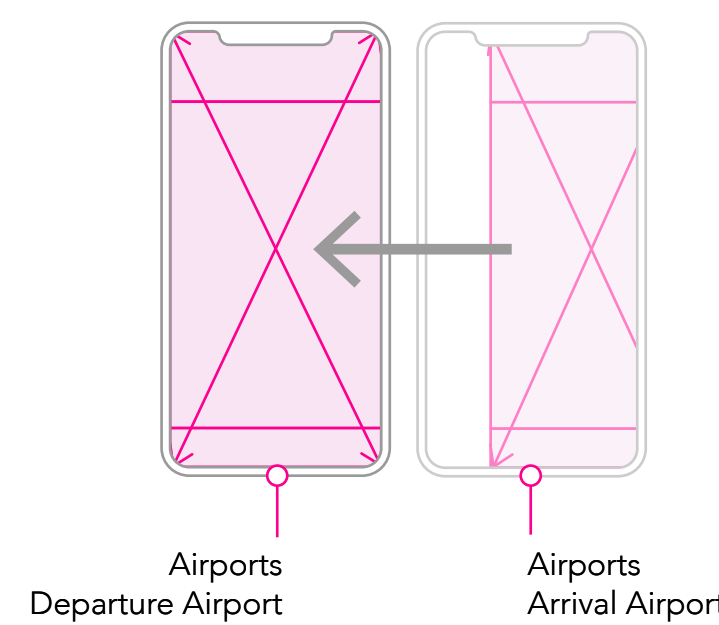


11: Search Bar

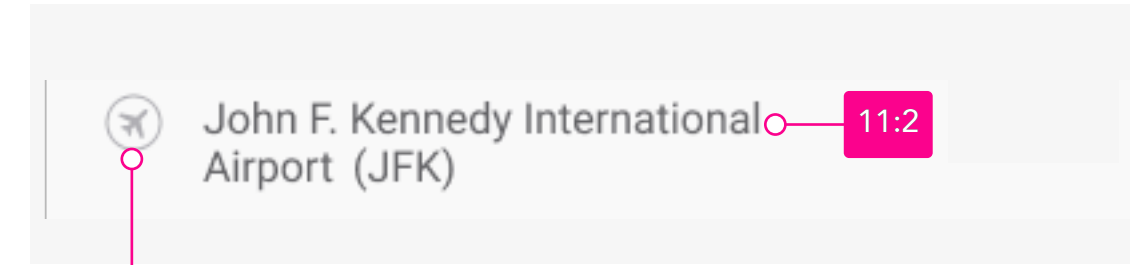
12: Recent Searches

2: Next Screen Button

4: Screen Transition



11: Recent Searches



11:1

Recent Searches

The User's search history is a bulleted list of previous destinations they may wish to select as their arrival airport destination. The bulleted list has a single state and two segments. If not listed, the User taps on the search bar to enter the destination (see 11: Search Bar).

11:1

Airport Icon

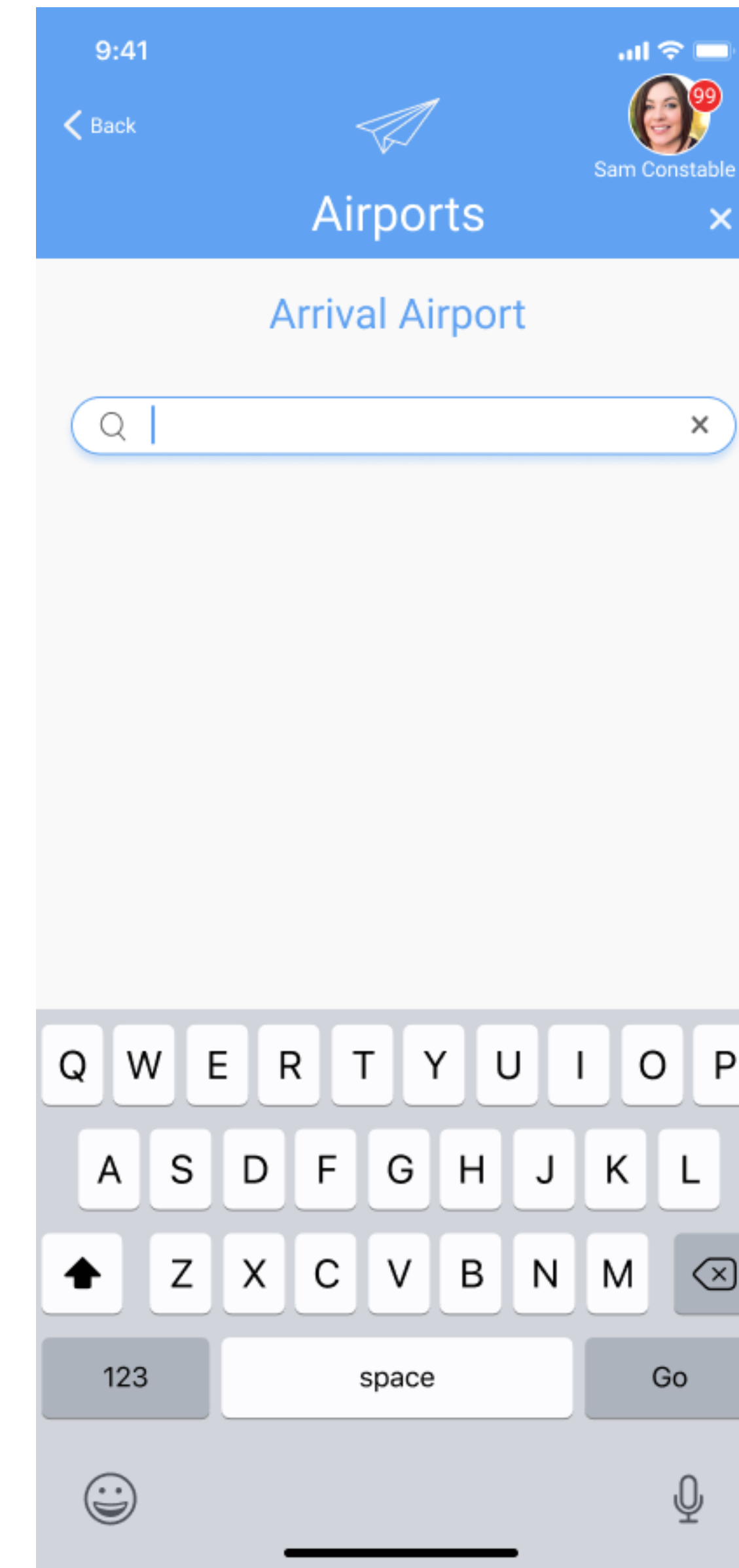
The airport icon is a single state graphic used to bullet the start of listed search items.

11:2

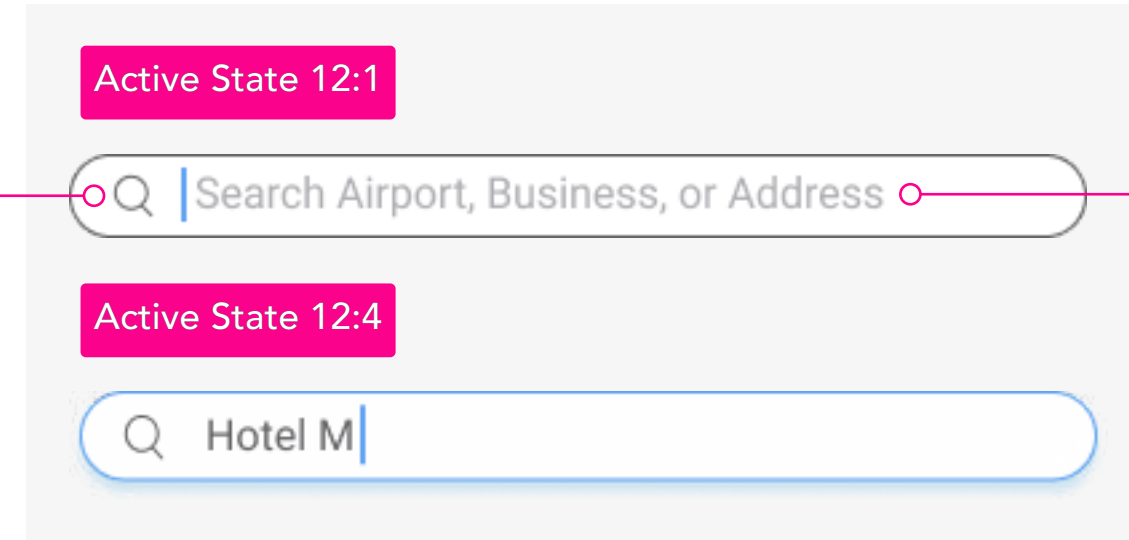
Airport Names

Airport names are a single state informational component pulled from the User's search history.

Showing Highlighted Search and Keyboard



12: Search Bar



Search Bar

The Search Bar is a two-state (Active and Highlighted) navigational component with two segments. The search bar provides a form field for entering text and a search icon.

12:1

Active

When tapped, the search bar transitions from the Active state to the Highlighted state see 12:4; the alphanumeric keyboard overlays the screen, ready for the User to begin typing into the input field.

12:2

Search Button

Is a single state input control that, when tapped, submits a query to a Web search engine.

12:3

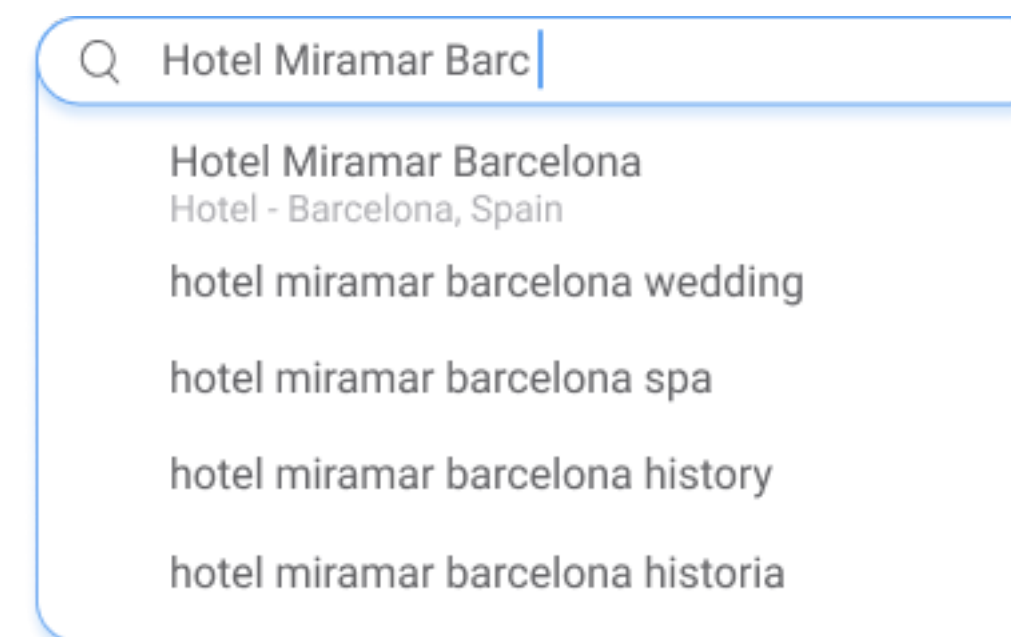
Input Field

The Input Field is an input control that uses placeholder text to guide the User with suggested search queries when the field is empty.

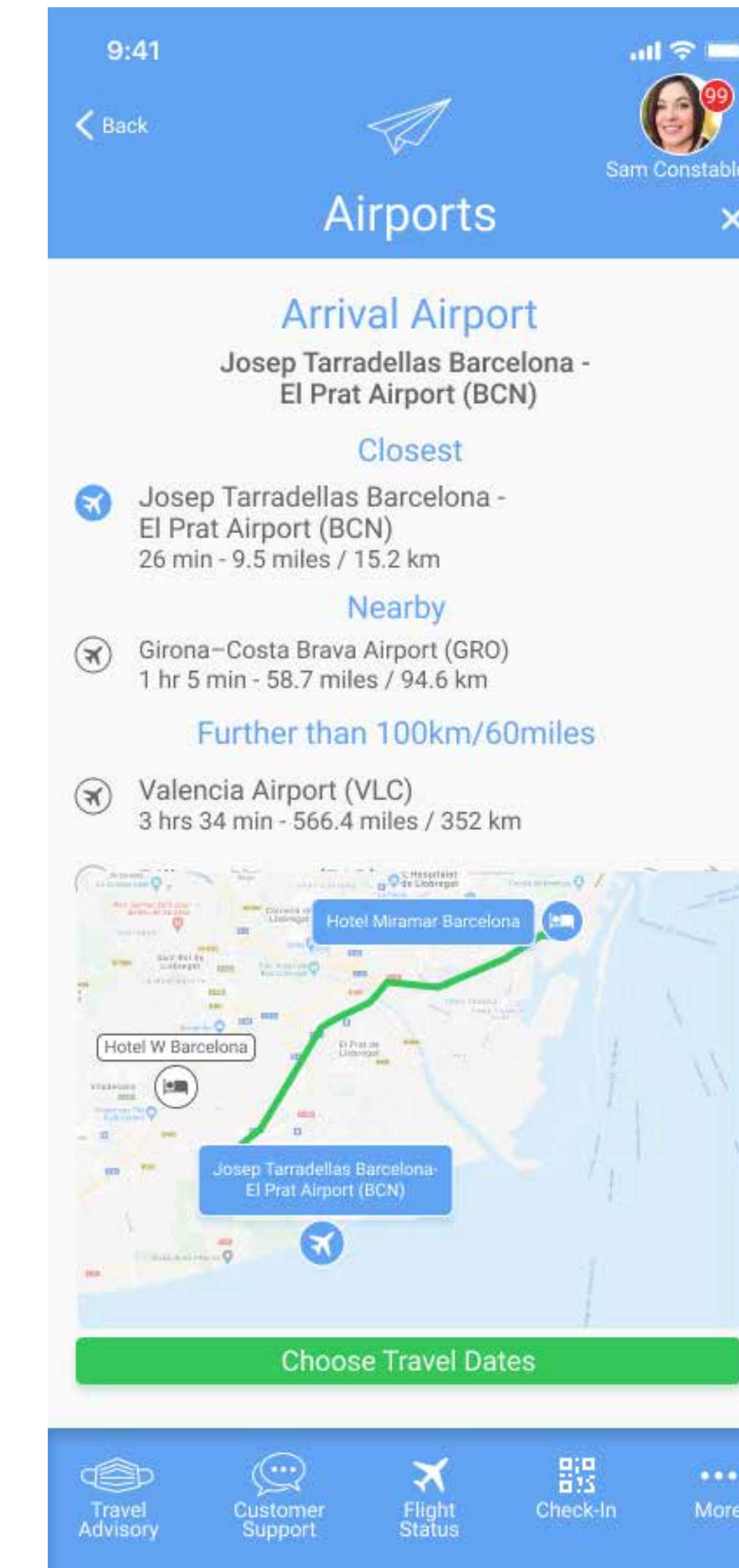
12:4

Highlighted

In the highlighted state, the user types into the input field auto-complete reveal possible results listed illustrated in the example.



Showing Selected Airport



9: Departure Airport

10: Search Result

11: Interactive Map

2: Next Screen Button

11: Interactive Map



Interactive Map

The interactive map is a customized version of the google maps API <https://developers.google.com/maps/documentation/javascript/styling>

11:4

Airport Locator Icon

The airport icon is a two-state (Active and Highlighted) two-segment (Airport Name and Airport icon) UI navigational element, which, when tapped, displays in the highlighted state. Only one airport locator can be in the active state at one time. In addition, the selected airport displays as the departure airport (see 9:1), and is the endpoint of the route shown on the interactive map.



11:5

Route

The route plots the distance between the starting point icon and the airport locator icon on the interactive map.

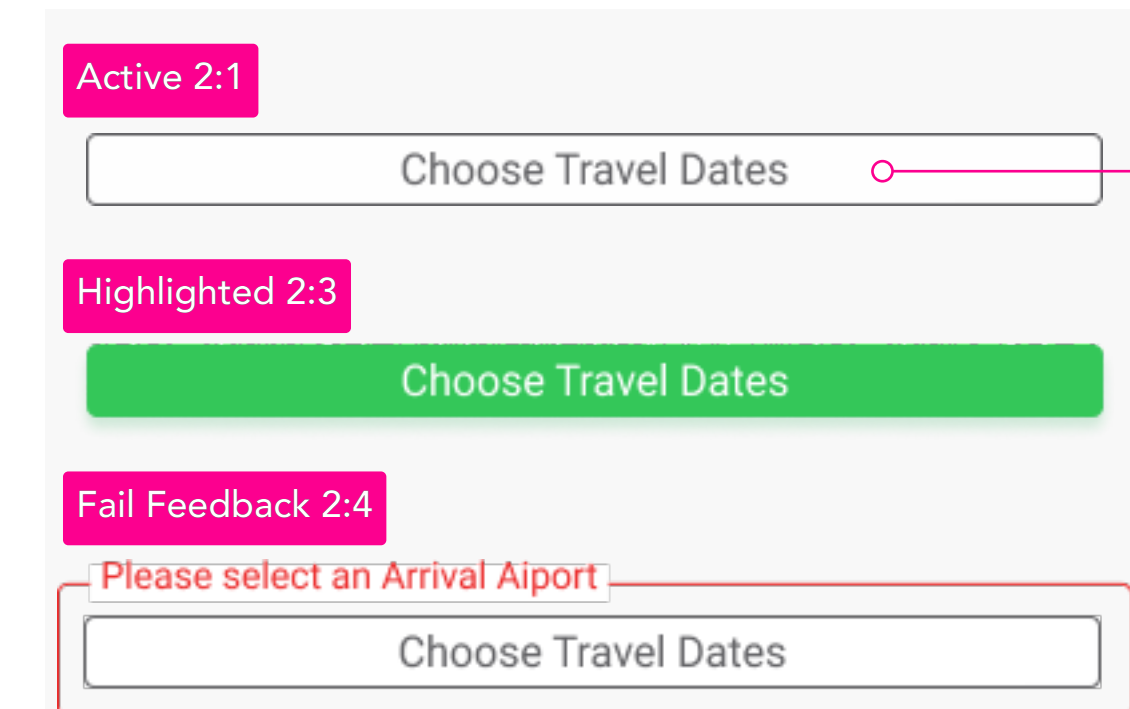
11:6

Hotel Icon

The Hotel icon is a two-state (Active and Highlighted) two-segment UI navigational element, which, when tapped, displays in the highlighted state. The Hotel icon denotes the beginning of the route leading to the closest airport. The User can reposition the starting point by dragging the icon to any position on the interactive map.



2: Next Screen Button



Next Screen Button

The Next Screen Button is a three-state (Active, Highlighted, and Fail Feedback) UI input element. The button state remains active; until all inputs are entered by the User and validated by the system. Then the button state changes to the highlighted state, and when tapped, the User moves to the next screen. Finally, if tapped in the active state, a fail feedback error message surrounds the button with a note on how the User can correct before going to the next screen.

2:1

Active

When tapped in the Active State, a fail feedback note highlights the empty inputs needing the Users attention, see 2:4

2:2

Button Label

The button label contextually changes to the title of the next screen heading (see 1:5) in the booking process.

2:3

Highlighted

When tapped the User is moved to the next screen in the booking process.

2:4

Fail Feedback

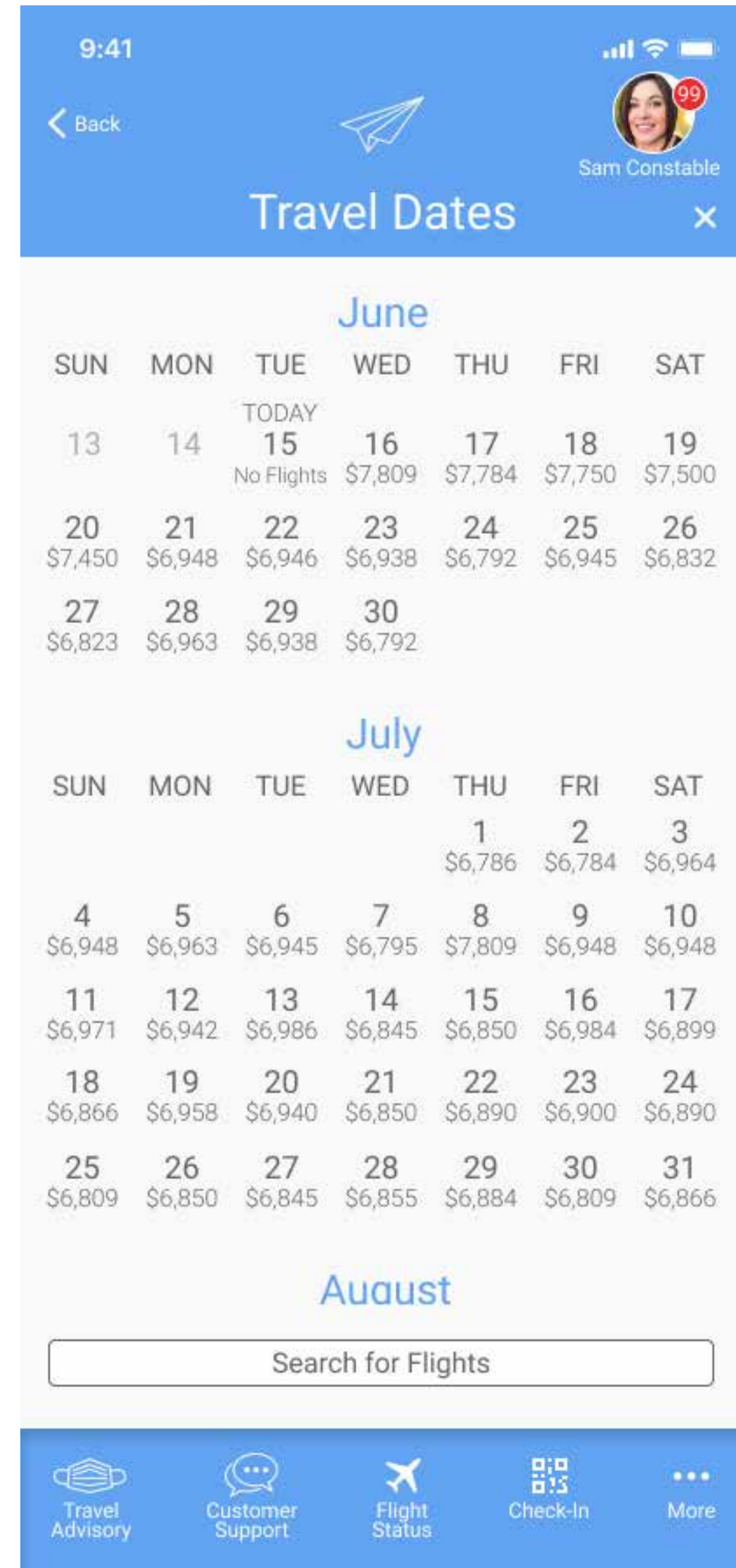
A message informs the User how they correct any errors before going to the next screen.

TRAVEL DATES

Screen 04:

The Travel Dates screen aims to help the User select their trip's departure and return dates on an interactive calendar with pricing for their preferred ticket class before moving to the next section, Select a Departure Flight. Read aloud; an example would be - The User selected their departure and return flight dates, showing starting prices for their ticket class using the interactive calendar.

Active State



Highlighted State



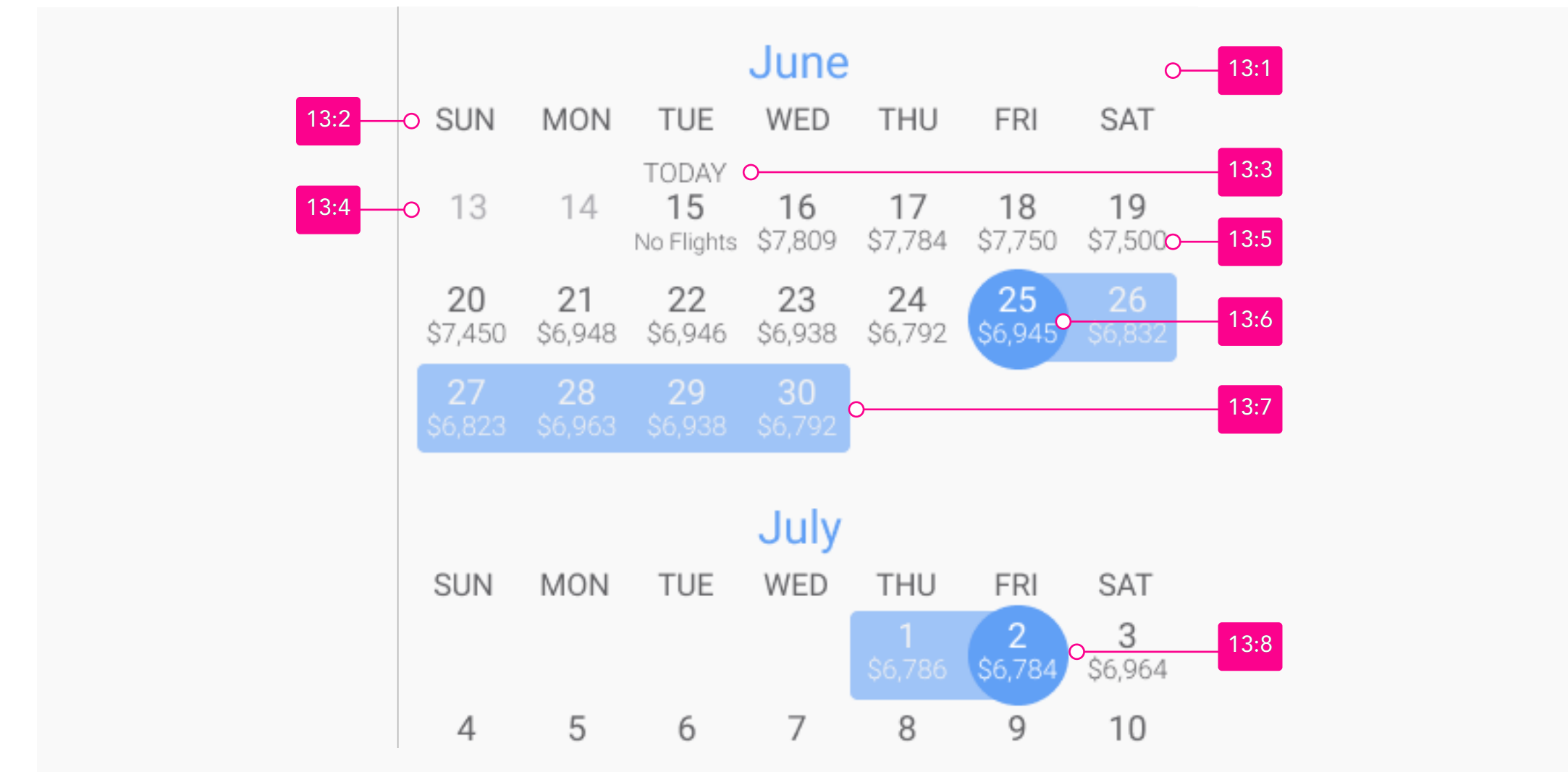
Complete State



13: Calendar

2: Next Screen Button

13: Calendar



Calendar

The Calendar is a multiple-state date picker; the default screen displays the current month with dates passed unselectable. Subsequent months are scrollable by the User dragging up or down the screen. The current date has the title of TODAY, the status of flights, and pricing calculated by the FLY UX booking database, using the preferences previously

13:1 Month

Month names written in full with no abbreviations; previous and subsequent months are discovered by scrolling up or down on the interactive calendar.

13:2 Day

The names of the day are abbreviated, starting on Sunday through to Saturday.

13:3 TODAY

The current date is titled TODAY, the status of available flights calculated by the Fly UX booking database.

13:4 Date

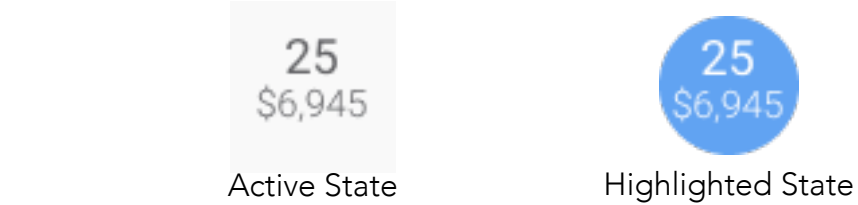
The dates label is concurrent to the month and year displayed.

13:5 Price

The pricing displayed is calculated by the FLY UX booking database, factoring in the User preferences for ticket class and seating availability.

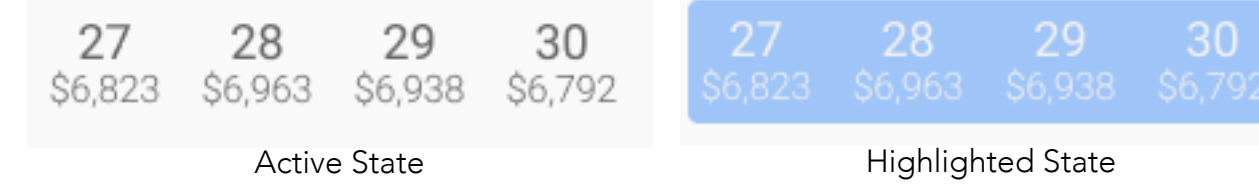
13:6 Departure Date

When tapped, a date changes from an active to a highlighted state. Thus, the first date selected on the calendar has the status of being the departure date.



13:7 Range of Dates

Calendar dates between the selected departure and return date highlight to indicate that they are part of a range of dates.

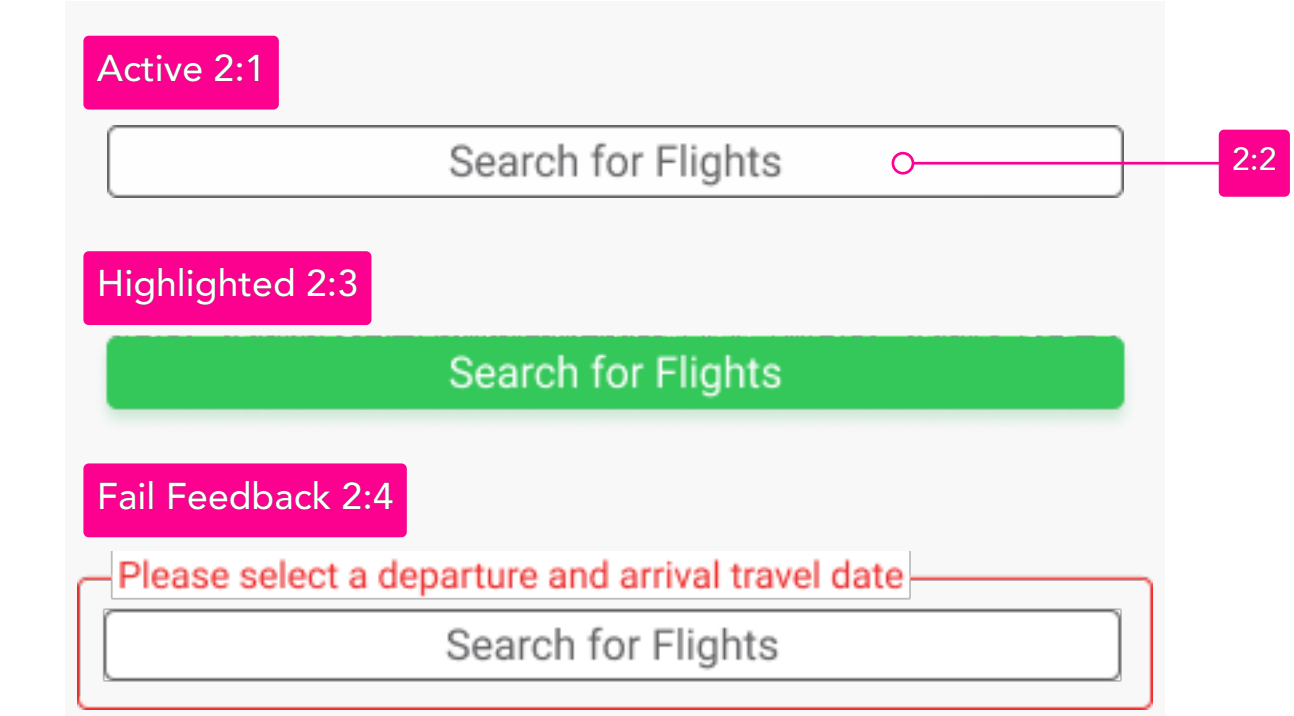


13:8 Return Date

When tapped, a date changes from an active to a highlighted state if a date is selected, which precedes the departure date, their status swaps, with the first date always being the departure date followed by the return date.



2: Next Screen Button



Next Screen Button

The Next Screen Button is a three-state (Active, Highlighted, and Fail Feedback) UI input element. The button state remains active; until all inputs are entered by the User and validated by the system. Then the button state changes to the highlighted state, and when tapped, the User moves to the next screen. Finally, if tapped in the active state, a fail feedback error message surrounds the button with a note on how the User can correct before going to the next screen.

2:1 Active

When tapped in the Active State, a fail feedback note highlights the empty inputs needing the Users attention, see 2:4

2:2 Button Label

The button label contextually changes to the title of the next screen heading (see 1:5) in the booking process.

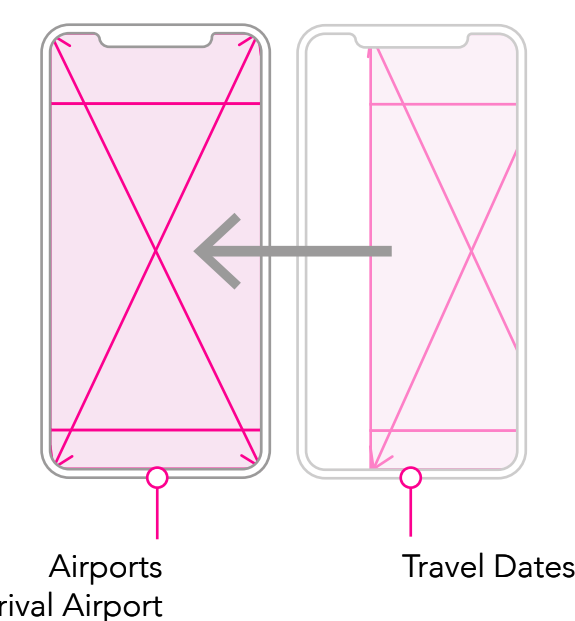
2:3 Highlighted

When tapped the User is moved to the next screen in the booking process.

2:4 Fail Feedback

A message informs the User how they correct any errors before going to the next screen.

4: Screen Transition

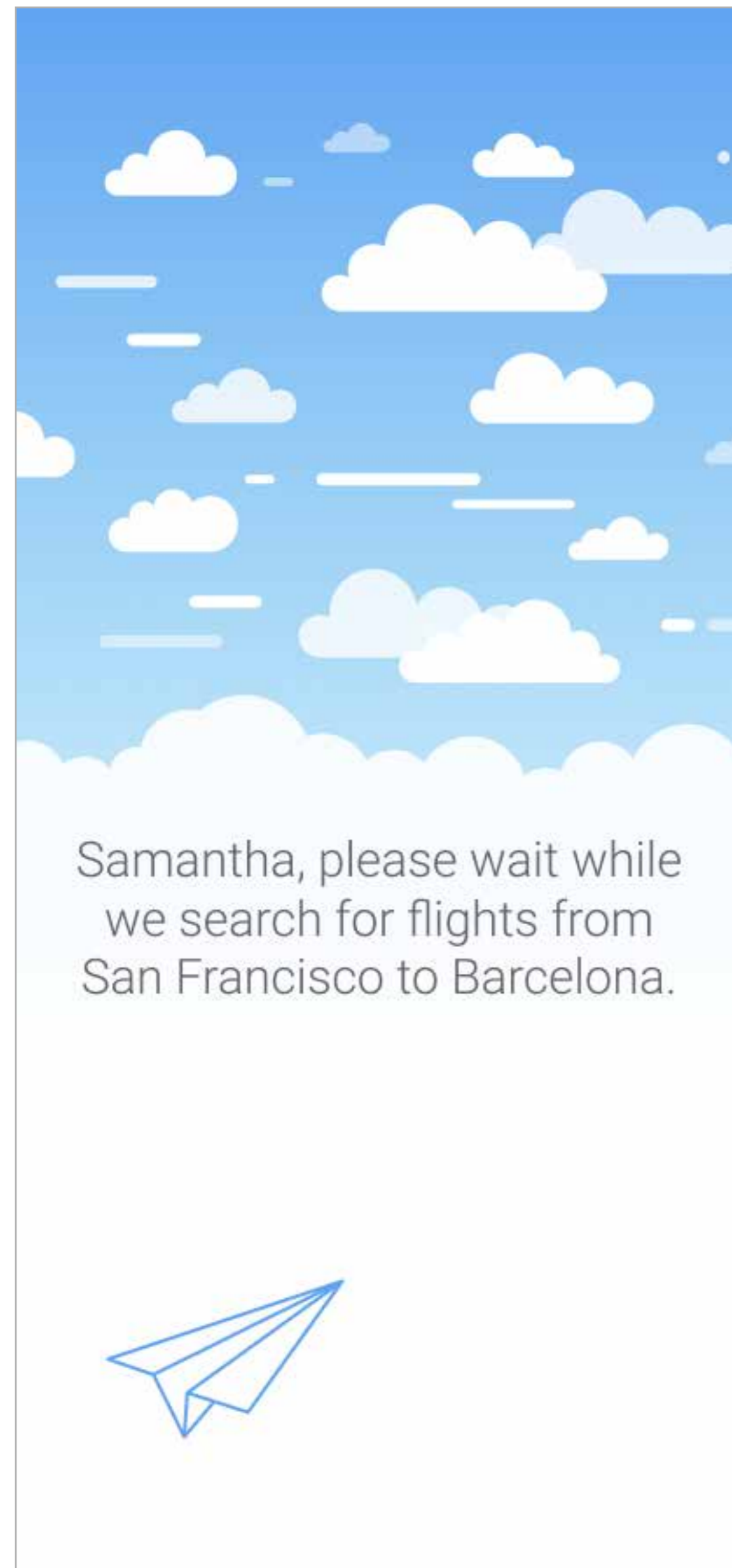


SEARCH FOR FLIGHTS ANIMATION

Screen 05:

While the animation plays behind the scenes, the FLY UX booking database validates the User's preferences before returning possible departure and return flight details, along with cabin seating availability for the remaining screens in the booking process. Additionally, the animation has a personalized message informing the User that the system is searching for flights while waiting.

Sample of Animated Frame and Message



14: Animation

14

Animation

A short animation loop plays while the FLY UX booking database validates the User flight preferences.

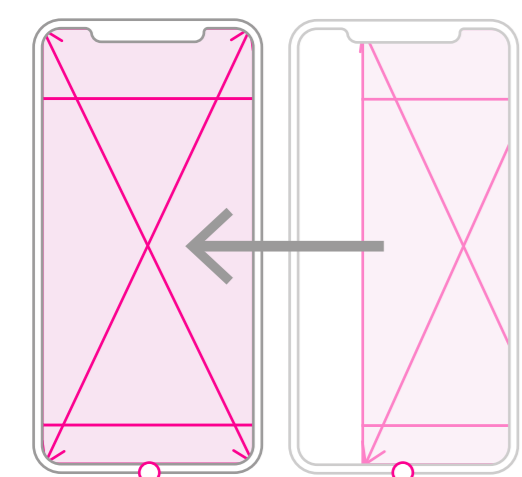
15: Personalized Message

15

Personalized Message

While the animation plays, a personalized message informs the User that the system is searching for flights matching their preferences. The Users name, departure, and destination choices are included within the message.

4: Screen Transition



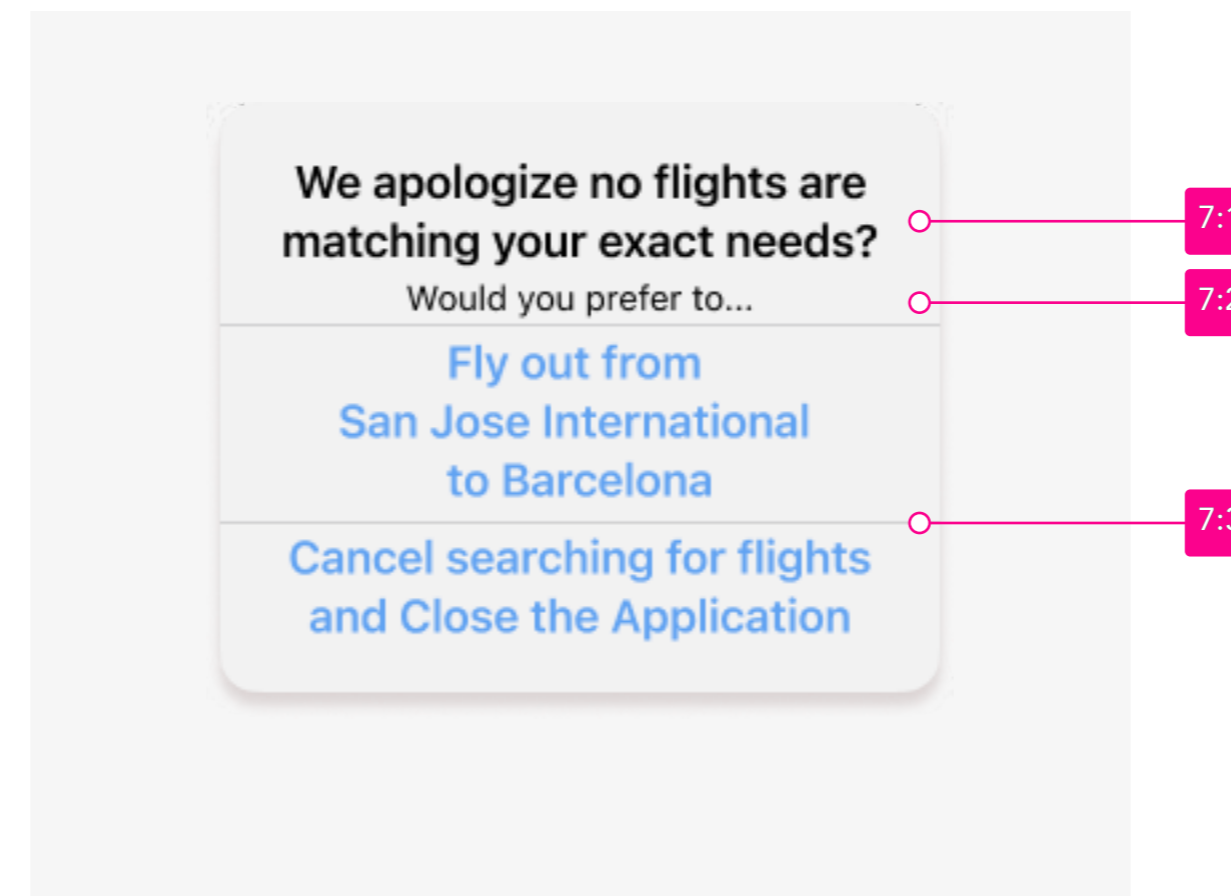
Travel Dates

Search for Flights Animation

Returned Error

If a search returns an error, a modal window with suggestions on correcting the problem overlays the screen. For example, an alternative departure airport near the User's preferred airport is suggested if no flight is available.

7: Modal Overlay



7:1

Modal Header

We apologize no flights are matching your exact needs?

The Modal Header is an informational static typographical component.

7:2

Modal Message

Would you prefer to...

The Modal Message is an informational static typographical component.

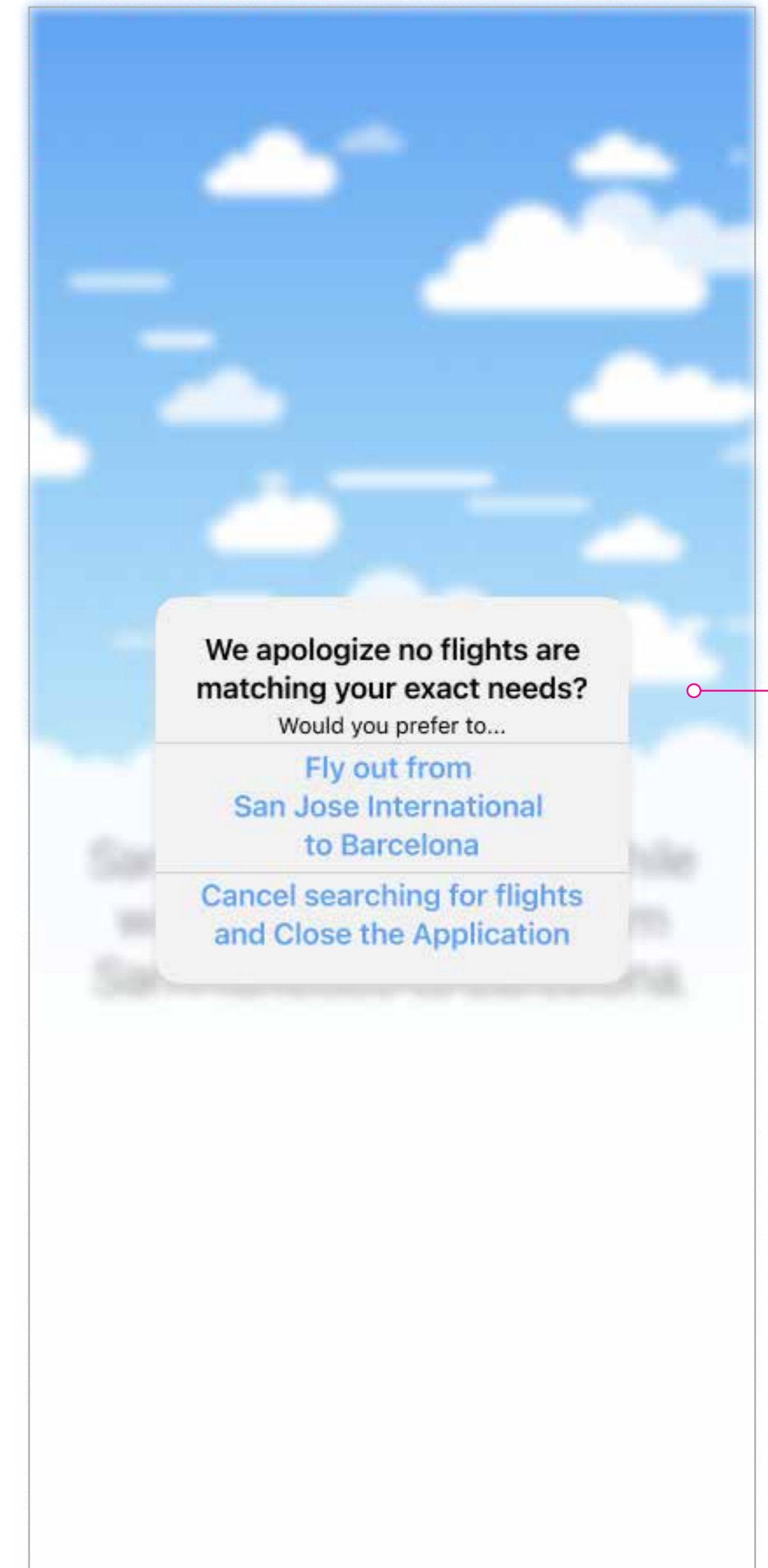
7:3

Modal Prepared Answers

Fly out from San Jose International to Barcelona
Cancel searching for flights and Close the Application

The first answer tapped by the User in the Prepared Answer section initiates the appropriate action. The User moves to the next screen in the booking process with their preference implemented.

8: Disabled Blurred Screen



8:1

Disabled Blurred Screen

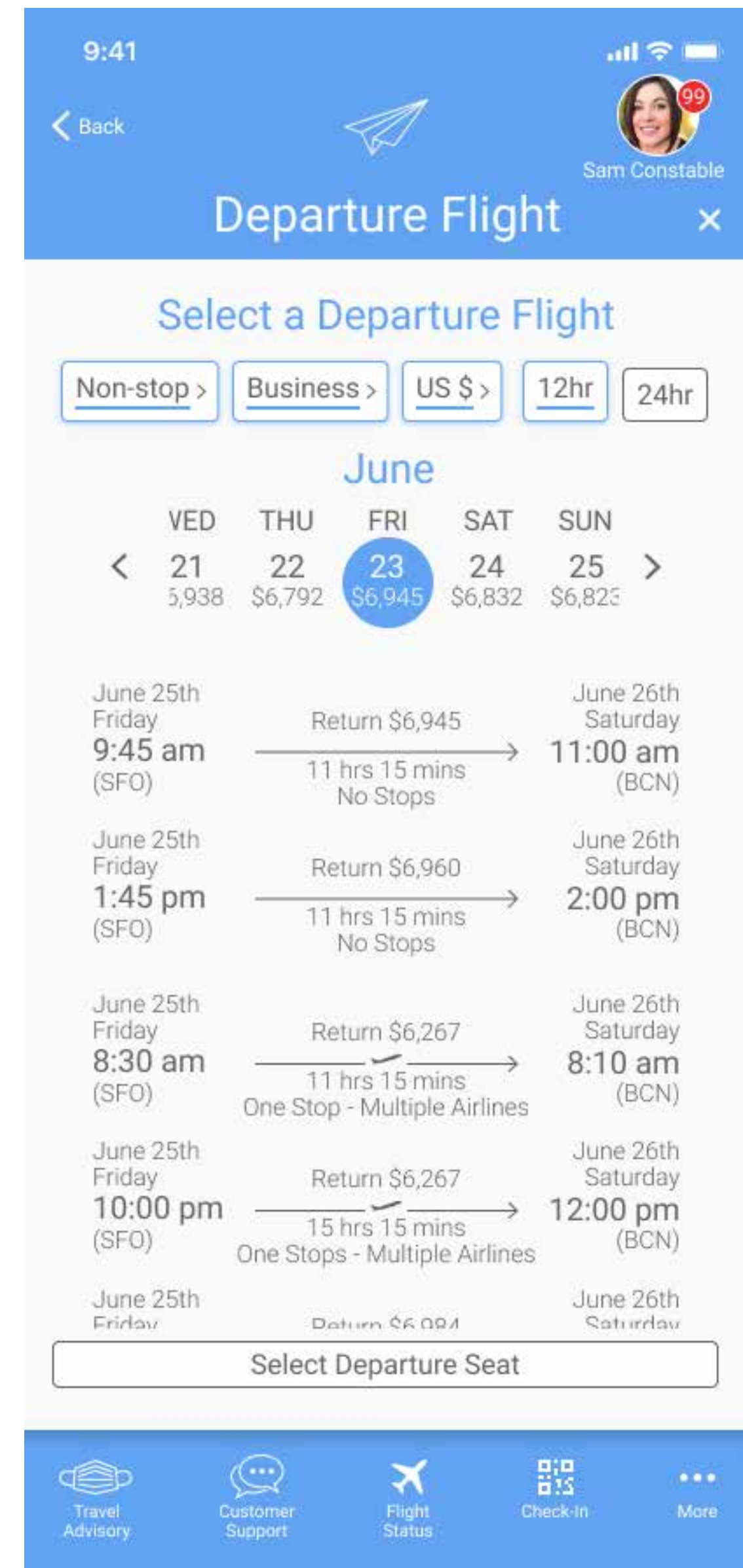
When a modal window is displayed, it overlays the featured screen rendering it inactive and blurred. The screen returns to an active state after the User taps a prepared answer offered by the modal window.

DEPARTURE FLIGHT

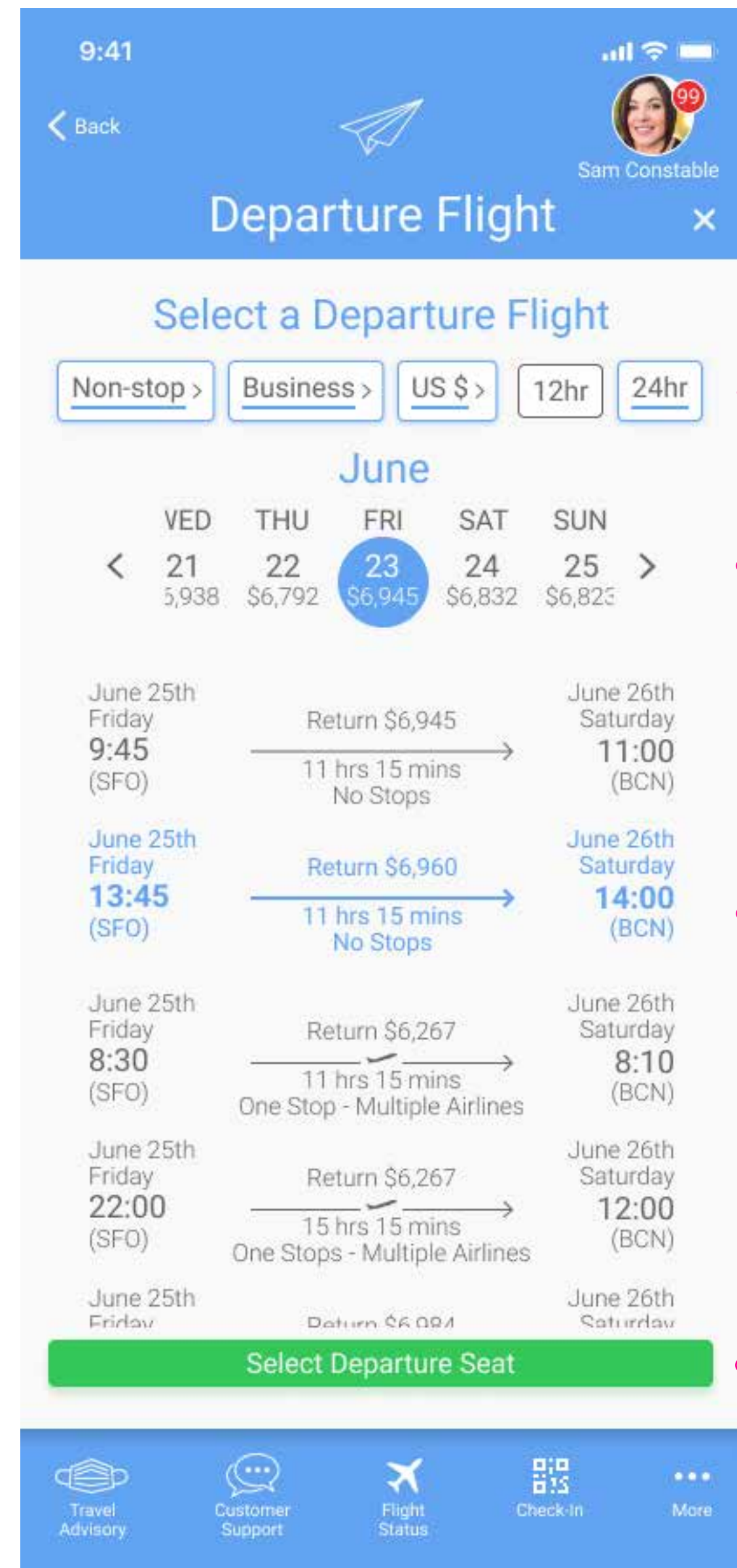
Screen 06:

The Departure Flight screen aims to help the User select their departure flight and make any corrections to their travel criteria, such as the number of stops, ticket type, currency, and viewing flight times in either 12 or 24hr clock before moving to the next section, Select Departure Seat. Read aloud: an example would be - The User selected their departure flight after correcting an error using one of the pull-down menus.

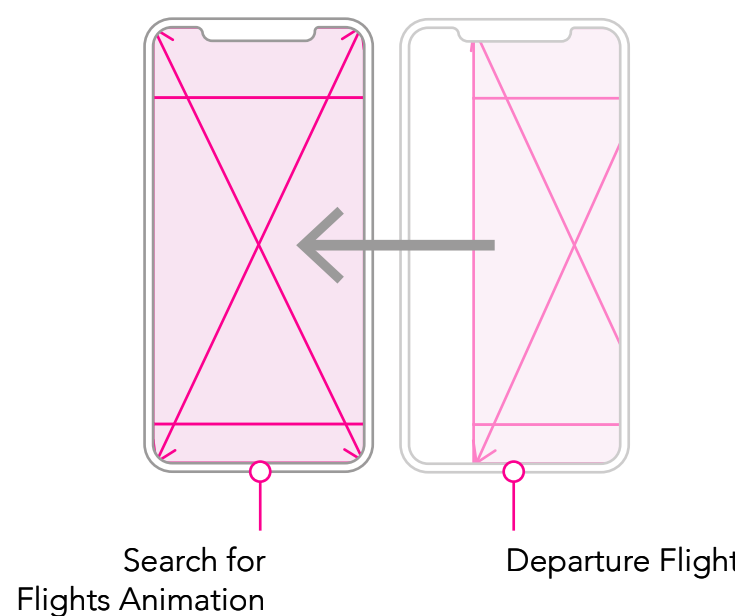
Active State



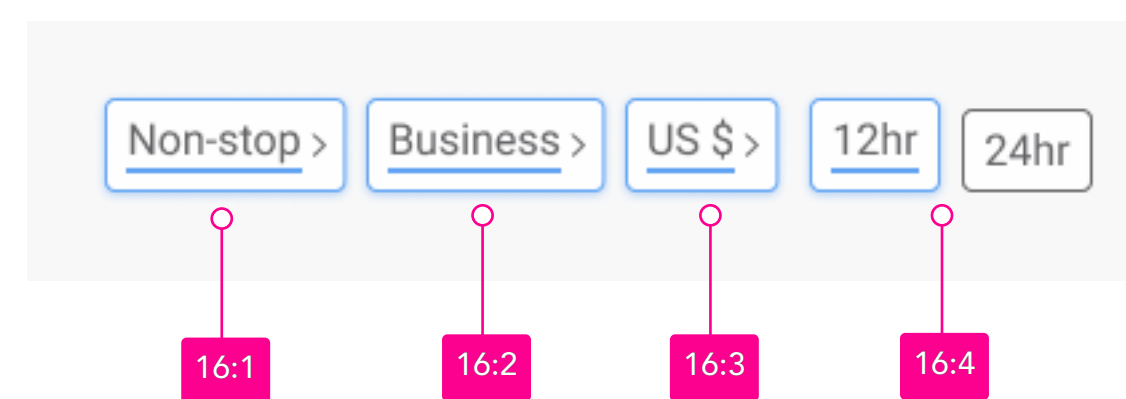
Complete State



4: Screen Transition



16: Drop Down Filters/Toggles



Filters

The filters allow the User to alter their search results. For example, they can change the number of stops, ticket class and view flight times in either 12hr or 24hr military time, commonly used in travel timetables. Moreover, search results automatically update to reflect the User's current choices.

16:1

Flying Drop Down

The Flying Drop Down is an input control allowing the User to change filtered search results.

- Non-Stop
- 1 Stop
- 2 Stops
- <3 Stops

16:2

Ticket Class Drop Down

The Flying Drop Down is an input control allowing the User to change ticket type and pricing of the search results

- Business
- Economy
- Business
- <3 Stops

16:3

Currency Drop Down

The Currency Drop Down is an input control allowing the User to the currency pricing of the flights in the search results

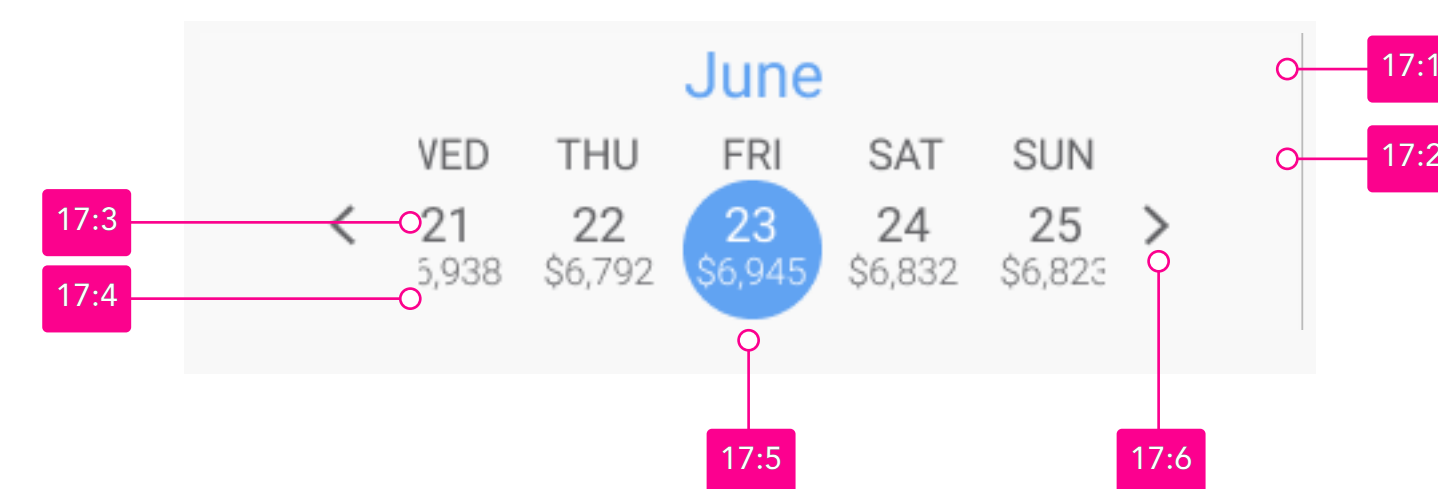
- US\$
- Euro €
- UK £
- <3 Stops

16:4

12/24hr Toggle

The 12/24hrs toggle changes local times in search results to view in either 12hr or 24hrs military time, commonly used in travel timetables.

17: Interactive Calendar



Interactive Calendar

The Interactive Calendar is a multiple-state date picker; the Highlighted State displays the day and month the User previously selected as their departure date. The flight pricing is calculated by the FLY UX booking database, using the preferences previously chosen.

17:1

Month

Month names are written in full with no abbreviations; previous and subsequent months are discovered by scrolling horizontally on the interactive calendar, displaying dates up to but not past the current day.

17:2

Day

The names of the day are abbreviated, starting on Sunday through to Saturday.

17:3

Date

The dates label is concurrent to the month and year displayed.

17:4

Price

The pricing displayed is calculated by the FLY UX booking database, factoring in the User preferences for ticket class and seating availability.

17:5

Departure Date

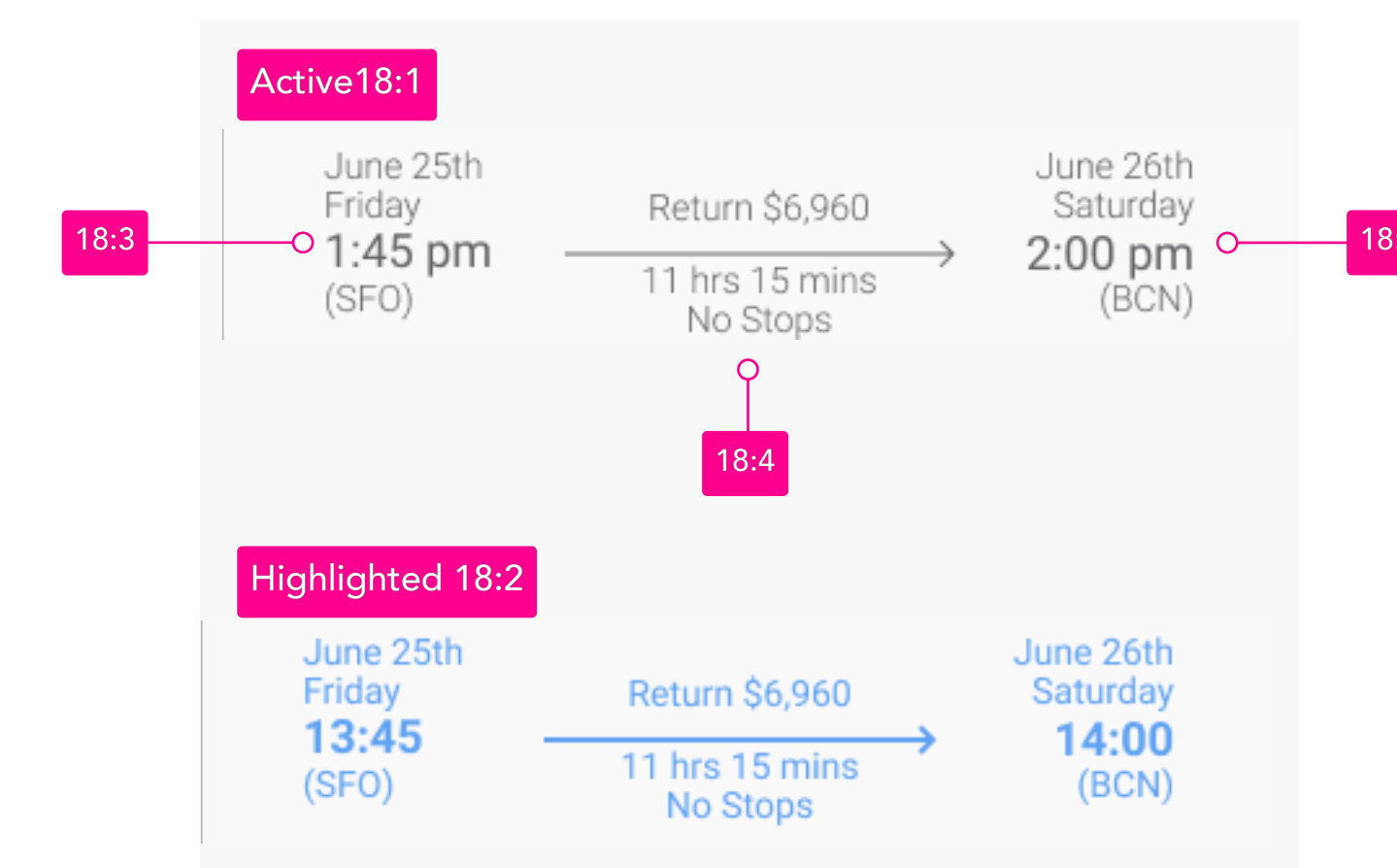
When tapped, a date changes from an active to a highlighted state. Thus, the first date selected on the calendar has the status of being the departure date.

17:6

Calendar Navigation Arrow

When tapping the right navigational arrow, the date moves forward by a single day; a long tap increases the dates moving forward by five days; the reverse happens when tapping the left arrow. Likewise, dragging or sliding on the calendar right to left moves the dates forward proportional to the Users scrolling action, the reverse effect when dragging or sliding left to right.

18: Departure Flight Row



Departure Flight Row

The Departure Flights Search Result is a two-state (Active and Highlighted) UI input control with three segments. The flight results are calculated in real-time by the FLY UX booking database, using the preferences previously chosen.

18:1

Active

When tapped, the Departure Flight Row changes from the active state to the highlighted state; only one departure flight row can be in the highlighted state at any one time.

18:2

Highlighted

When tapped, the principal Departure Flight Row selected holds the status of being highlighted; if an additional row is tapped, the status of the previous choice reverts to being active. Only one row can have the status of being highlighted at a time.

18:3

Departure Date

The departure date equals what the User chooses from the interactive calendar; the time and airport abbreviation pulled in from the FLY UX booking database.

18:4

Flight Pricing, Type and Duration

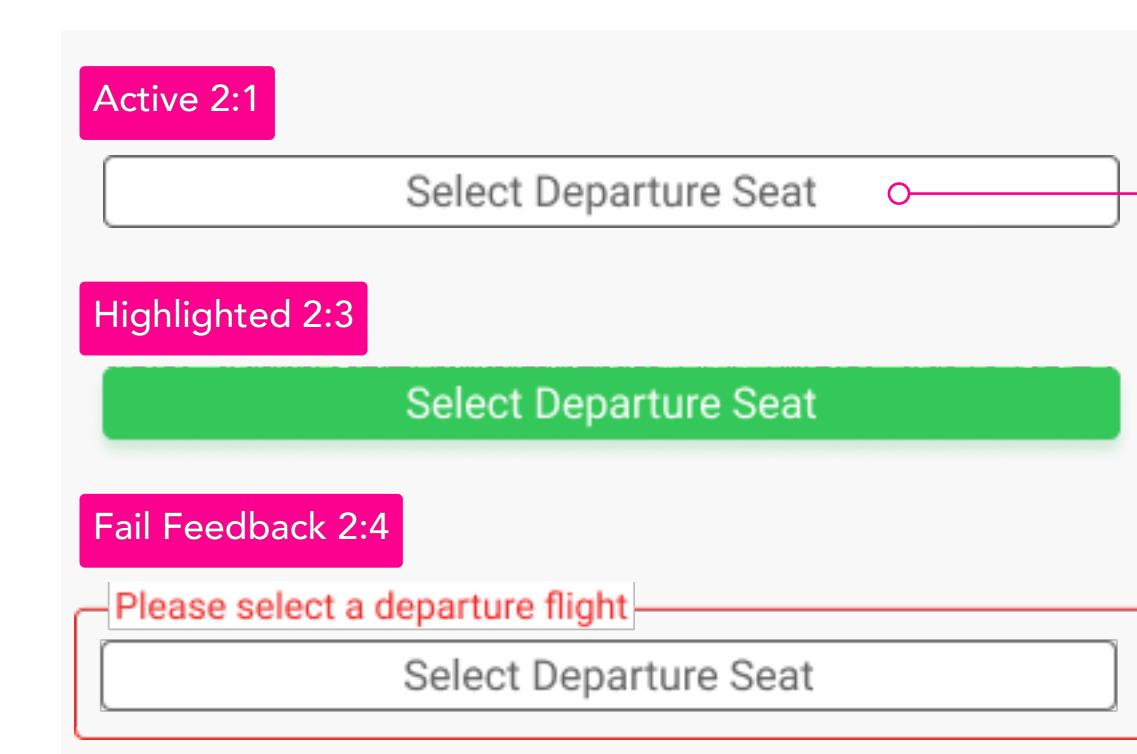
The flight pricing, flying types/graphics, and duration are pulled from the FLY UX booking database.

18:5

Arrival Date

The arrival date equals that selected by the User from the interactive calendar; the time and airport abbreviation pulled in from the FLY UX booking database.

2: Next Screen Button



Next Screen Button

The Next Screen Button is a three-state (Active, Highlighted, and Fail Feedback) UI input element. The button state remains active; until all inputs are entered by the User and validated by the system. Then the button state changes to the highlighted state, and when tapped, the User moves to the next screen. Finally, if tapped in the active state, a fail feedback error message surrounds the button with a note on how the User can correct before going to the next screen.

2:1

Active

When tapped in the Active State, a fail feedback note highlights the empty inputs needing the Users attention, see 2:4

2:2

Button Label

The button label contextually changes to the title of the next screen heading (see 1:5) in the booking process.

2:3

Highlighted

When tapped the User is moved to the next screen in the booking process.

2:4

Fail Feedback

A message informs the User how they correct any errors before going to the next screen.

2:5

Highlighted Alternative

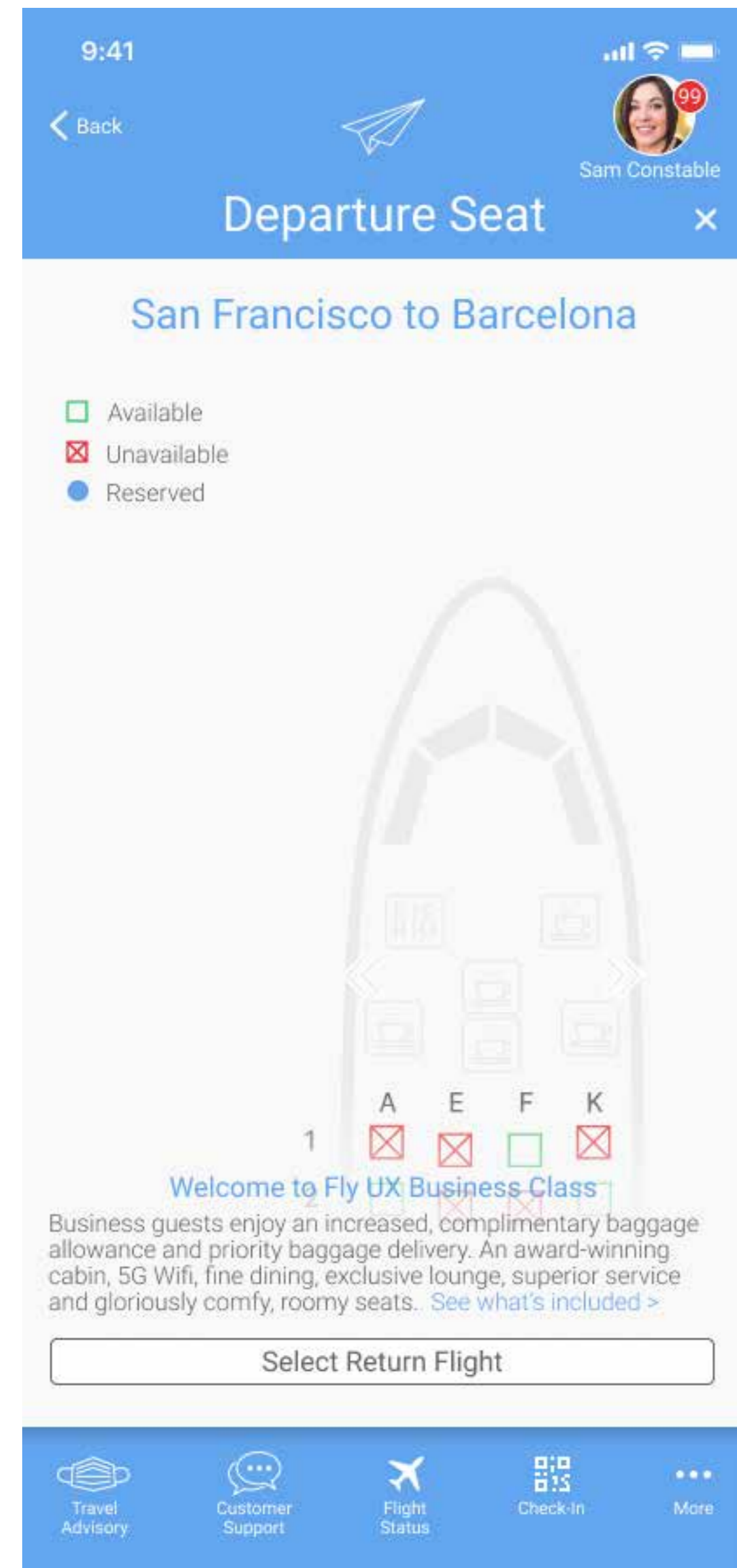
If returned to this screen by tapping on an edit button on the booking summary screen, the next screen button reads review booking summary, which returns to that screen when tapped.

DEPARTURE SEAT

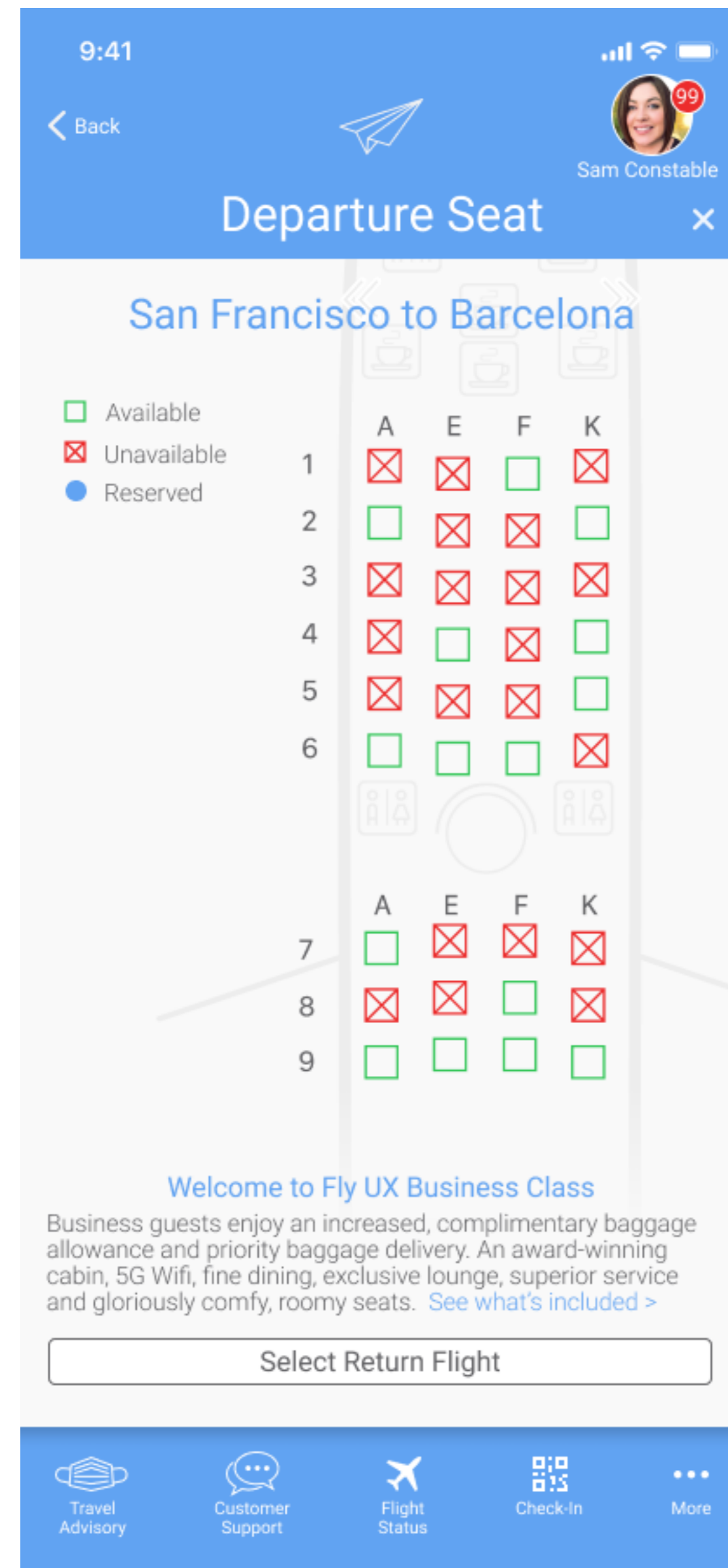
Screen 07:

The Departure Seat screen aims to help the User select their departure seat from a cabin seating diagram showing available and unavailable seating for the ticket type chosen. Read aloud; an example would be - The User selected their departure seat from the cabin diagram. However, their preferred seat was unavailable, so they reserved a different seat in the cabin class.

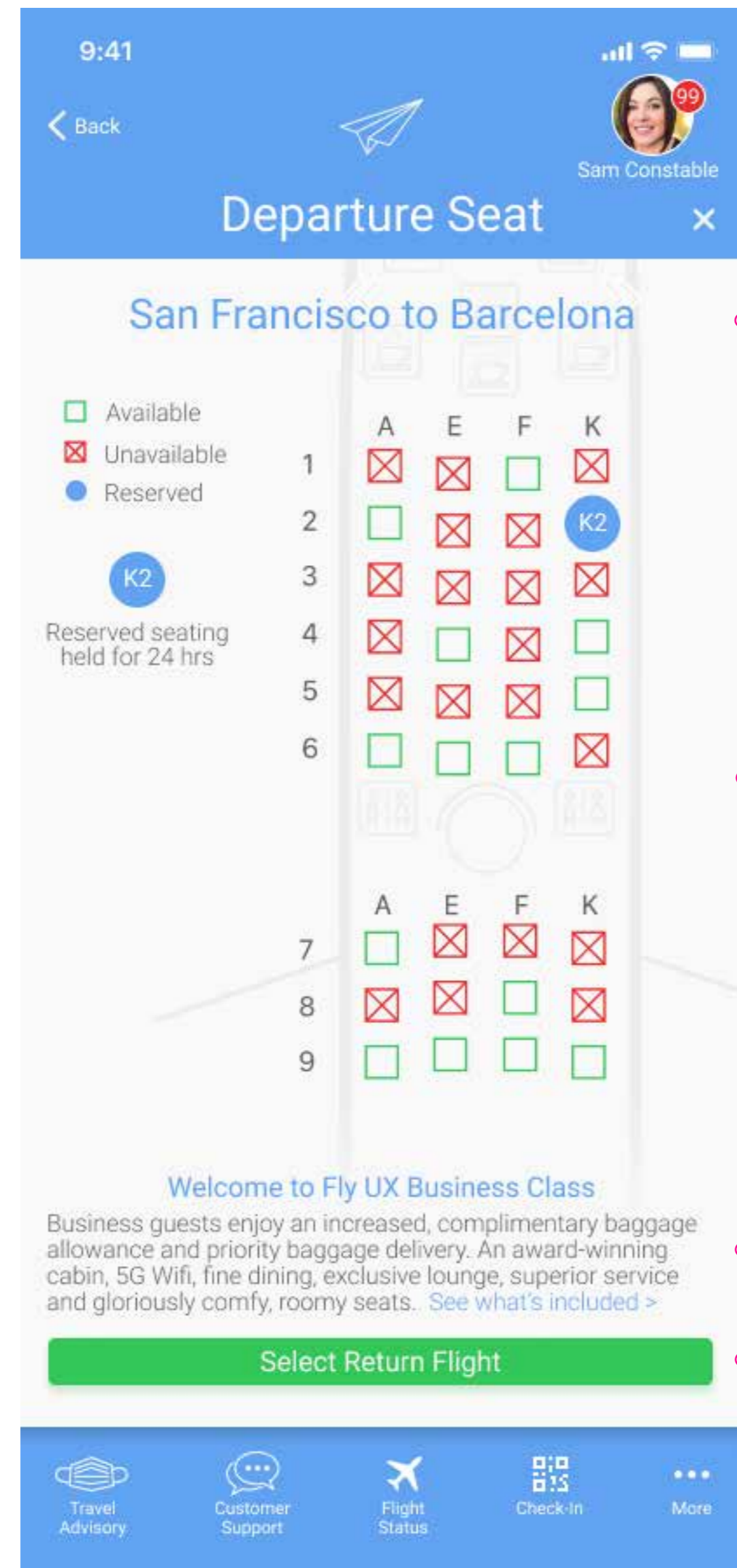
Cabin Diagram animates on to the screen



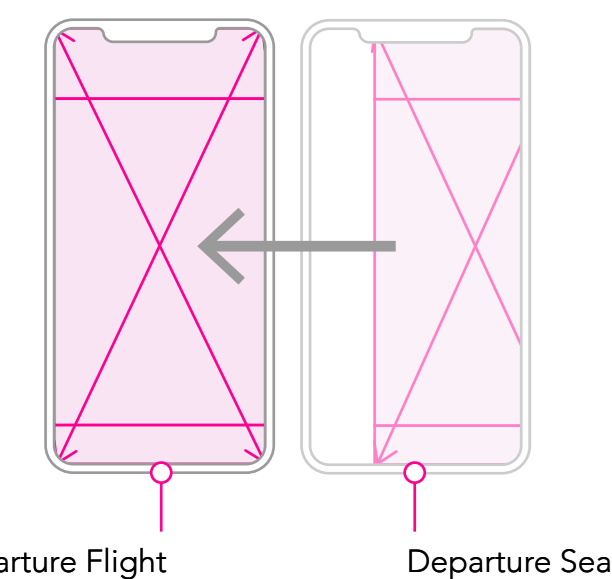
Active State



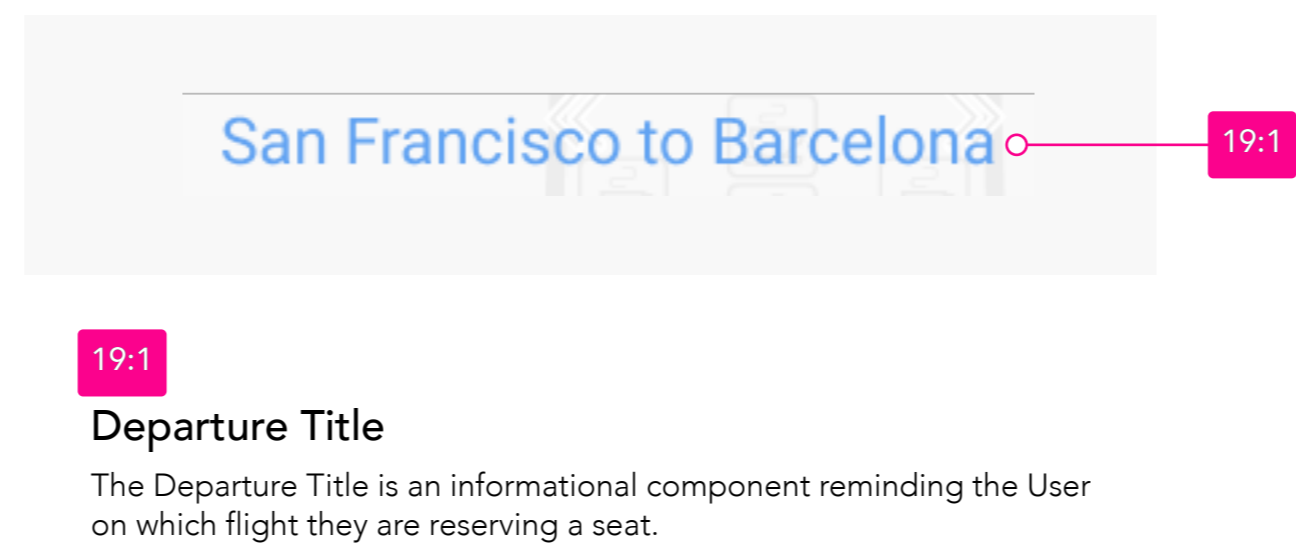
Complete State



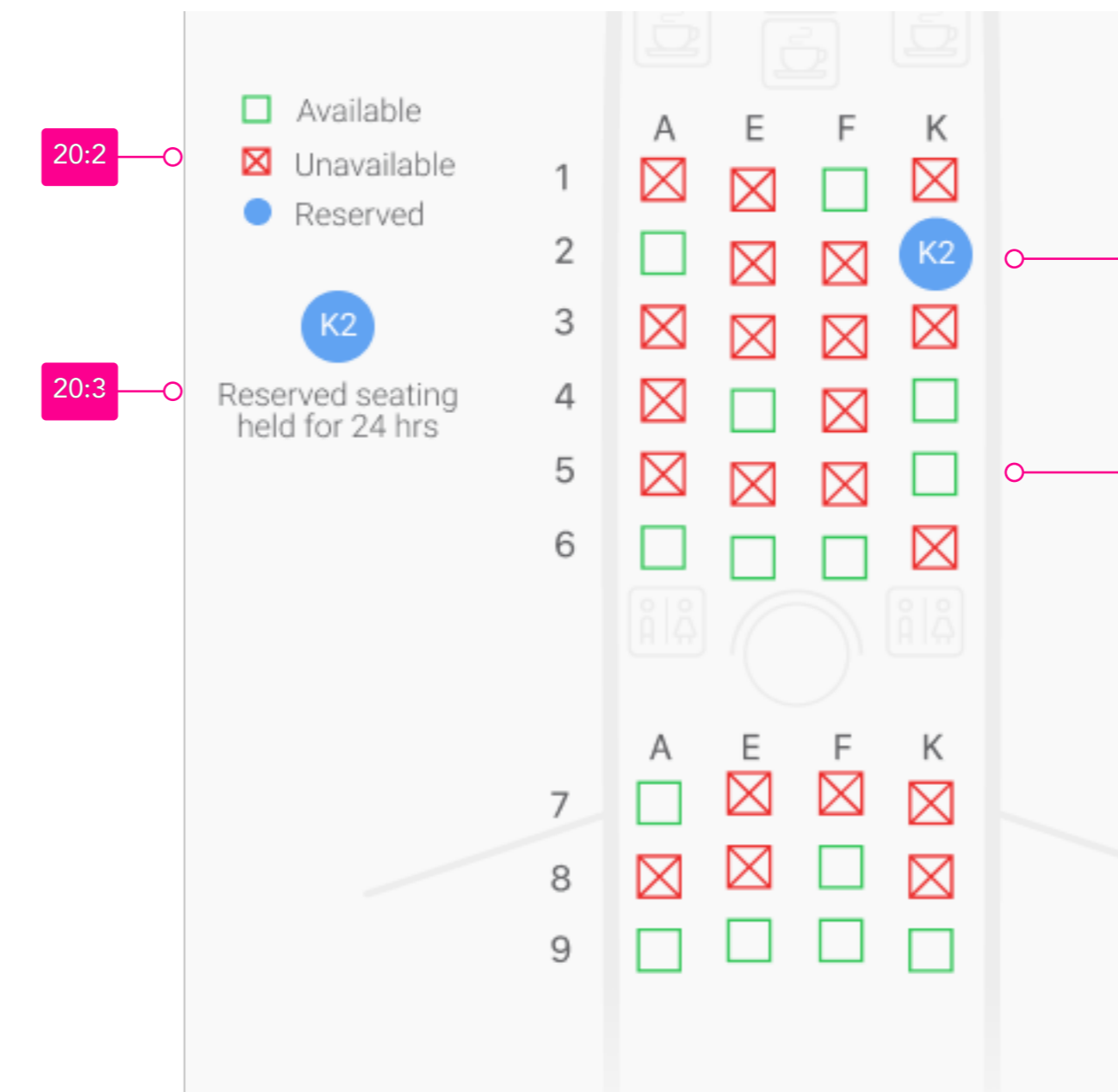
4: Screen Transition



19: Departure Title



20: Cabin Seating Diagram

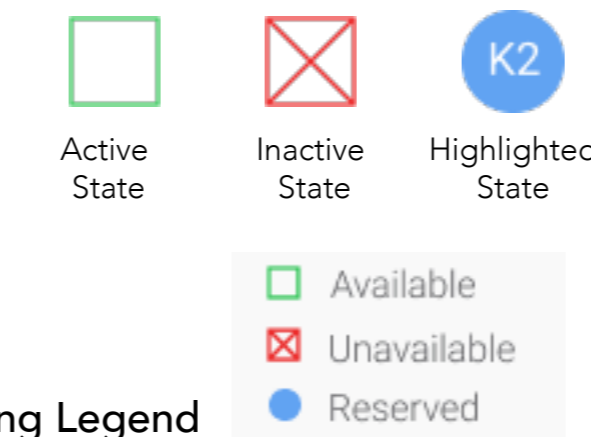


Cabin Seating Diagram

The Cabin Seating Diagram is a multiple-state picker displaying seating availability calculated in real-time by the FLY UX booking database.

Seating Icon

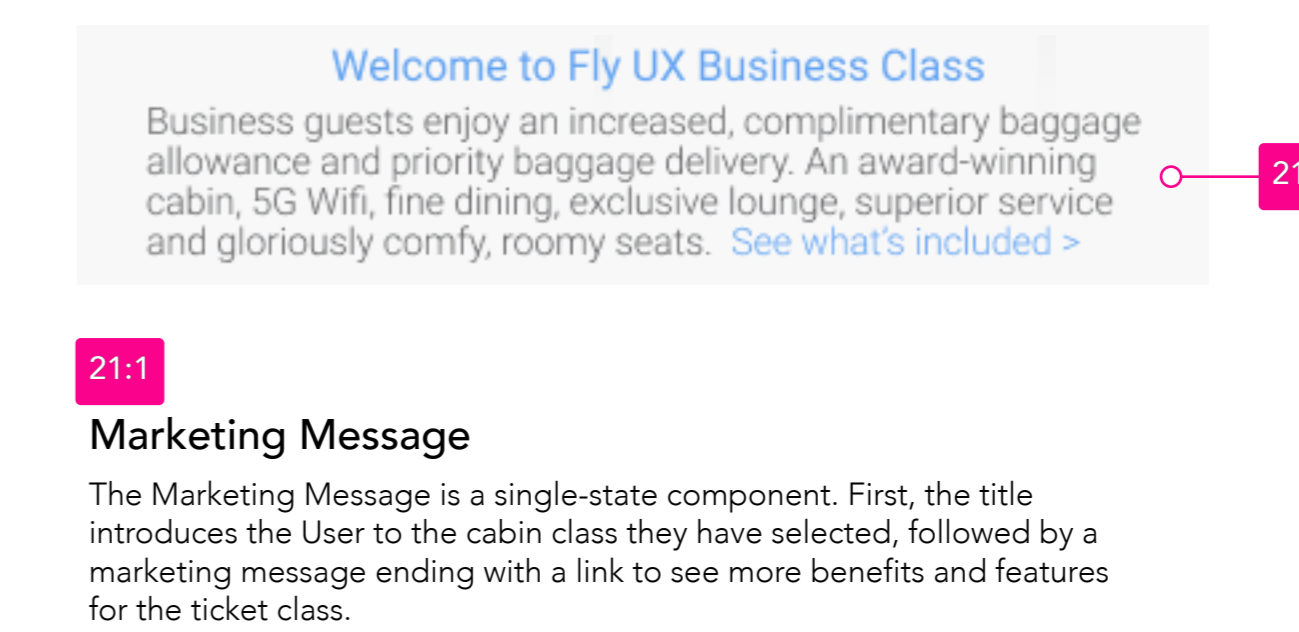
The seating icon is a three-state input control. If the User taps on an unavailable seat, there is haptic feedback to gain the User's attention, and the seating message see 20:2 Fail Feedback message is displayed. The principal available seat tapped holds the status of the reserved seat; if an additional available seat is tapped, the status of the previous choice reverts to being available. Only one seat can hold the status of being reserved at a time.



Seating Legend

The Seating Legend defines the seating symbols used to denote seating availability on the cabin seating diagram.

21: Marketing Message

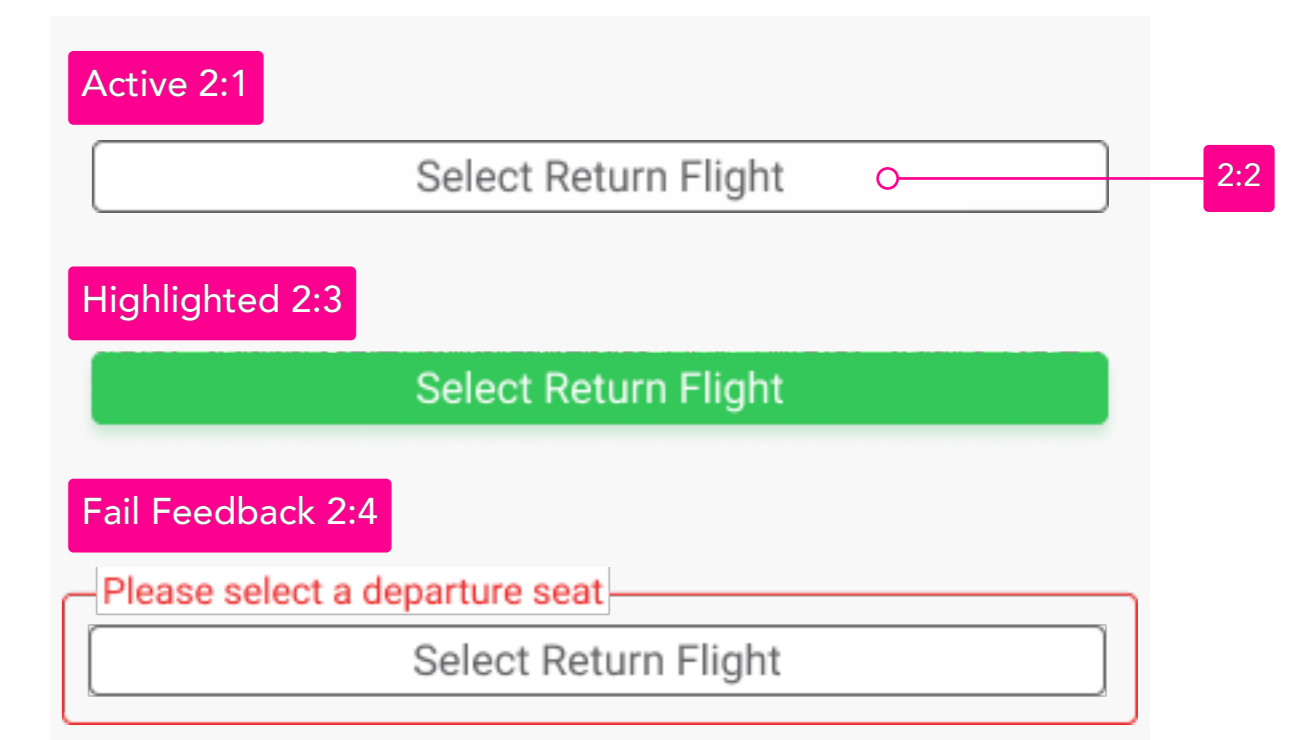


21:1

Marketing Message

The Marketing Message is a single-state component. First, the title introduces the User to the cabin class they have selected, followed by a marketing message ending with a link to see more benefits and features for the ticket class.

2: Next Screen Button



Next Screen Button

The Next Screen Button is a three-state (Active, Highlighted, and Fail Feedback) UI input element. The button state remains active; until all inputs are entered by the User and validated by the system. Then the button state changes to the highlighted state, and when tapped, the User moves to the next screen. Finally, if tapped in the active state, a fail feedback error message surrounds the button with a note on how the User can correct before going to the next screen.

2:1

Active

When tapped in the Active State, a fail feedback note highlights the empty inputs needing the Users attention, see 2:4

2:2

Button Label

The button label contextually changes to the title of the next screen heading (see 1:5) in the booking process.

2:3

Highlighted

When tapped the User is moved to the next screen in the booking process.

2:4

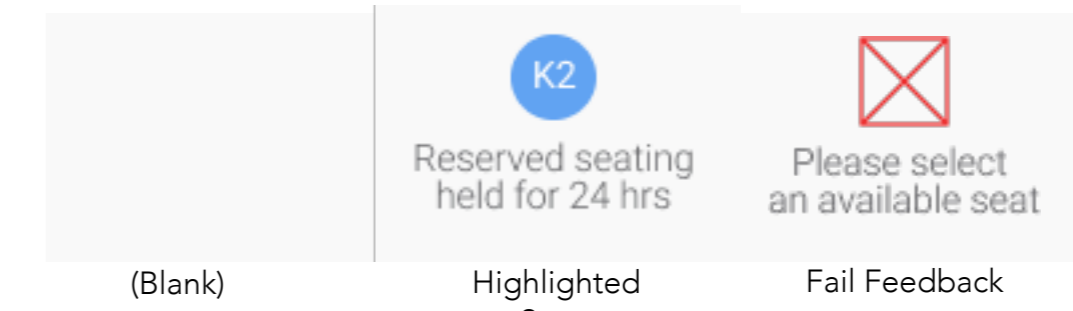
Fail Feedback

A message informs the User how they correct any errors before going to the next screen.

20:3

Seating Message

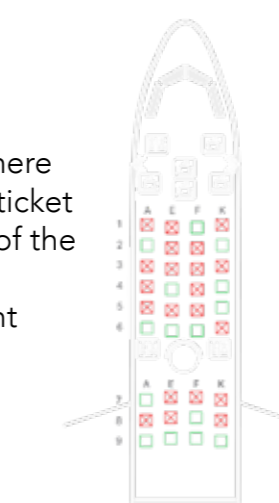
The Seating Message is a two-state, informational component, displaying the seating status chosen by the users.



20:4

Cabin Seating Diagram

The Cabin Seating Diagram is an informational component where symbols in various states represent seating availability for the ticket class chosen. The diagram animates ease in from the bottom of the screen at 300ms to the position of the active screen. In addition, the FLY UX booking database serves up the current status of seating.

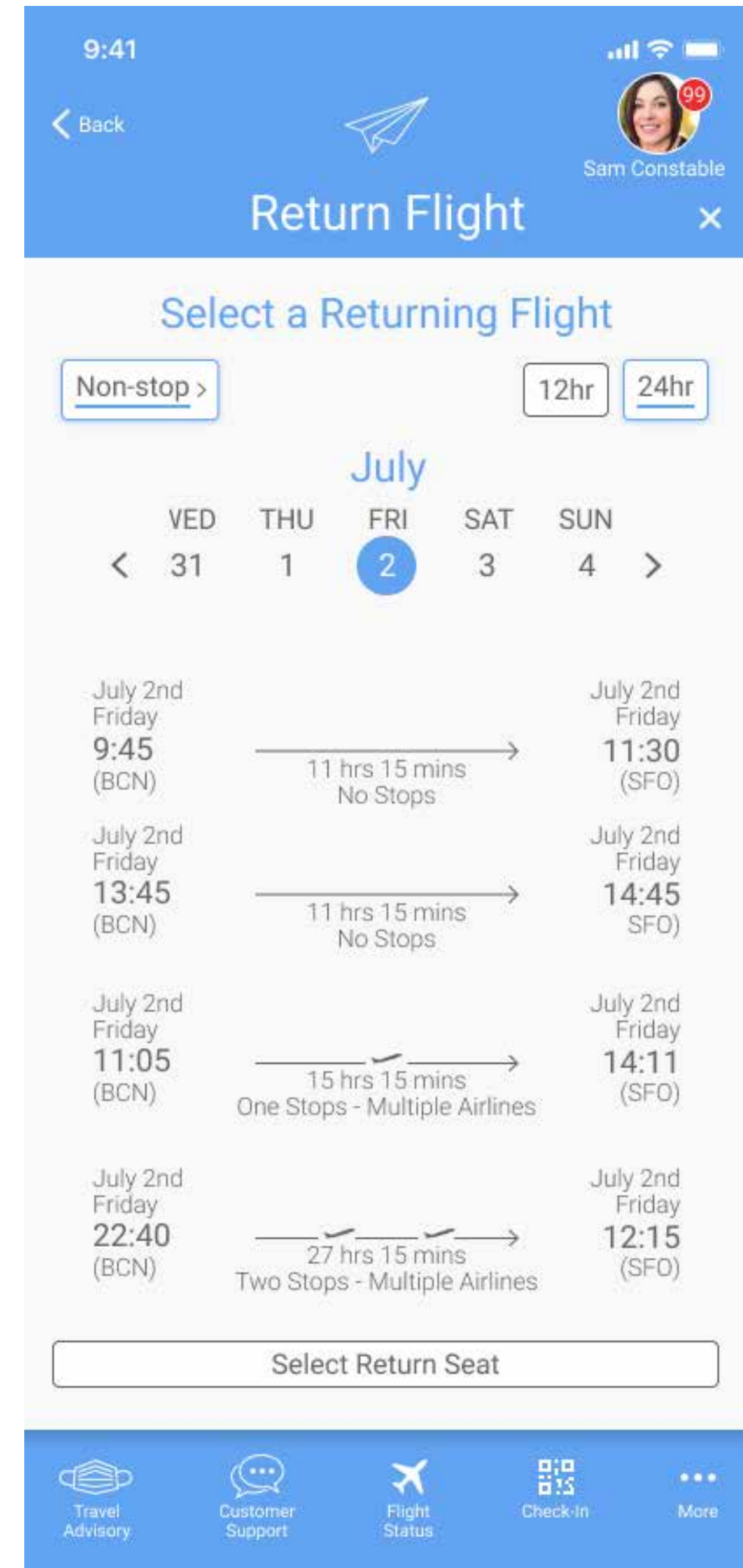


RETURN FLIGHT

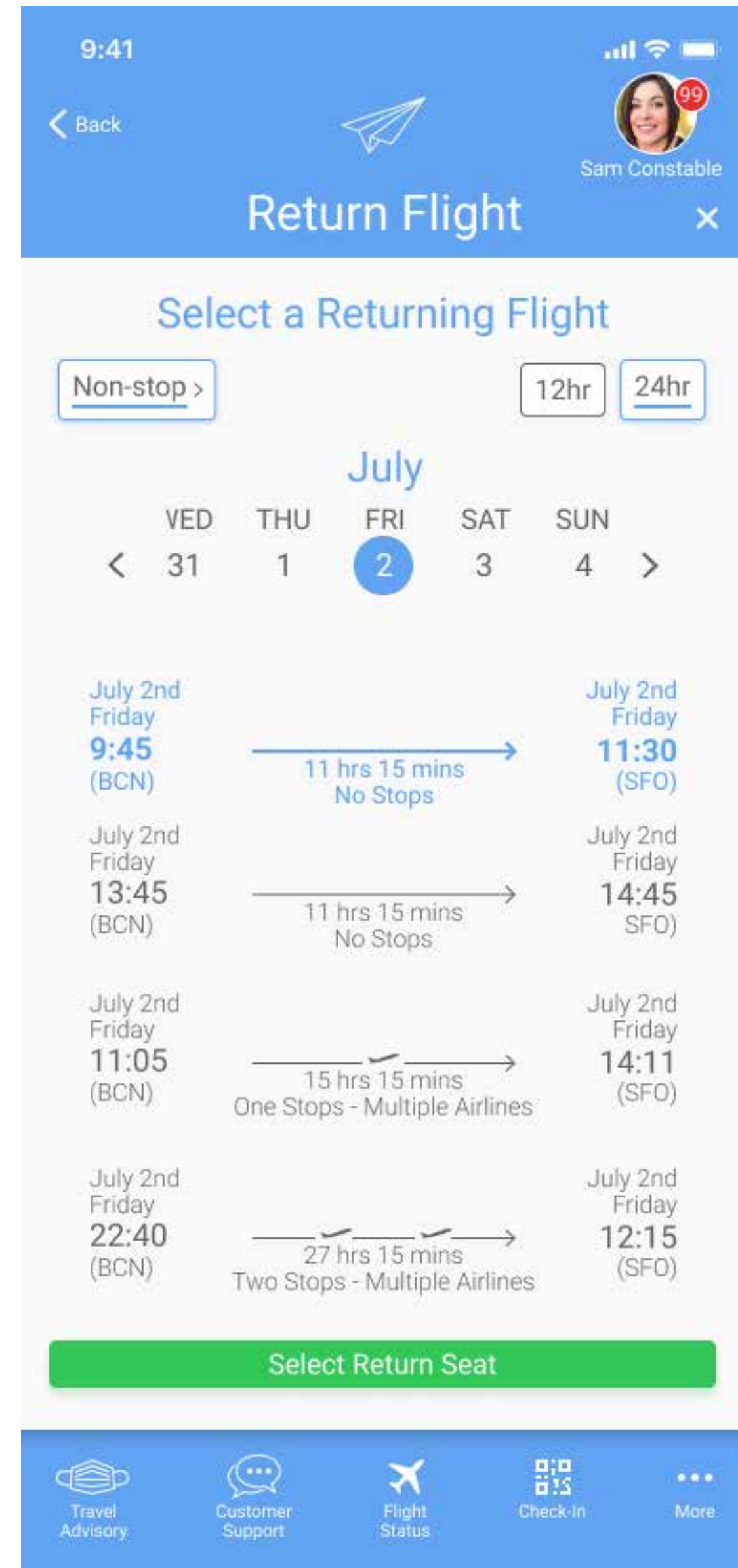
Screen 08:

The Return Flight screen aims to help the User select their trip's return flight and make any corrections to their travel criteria, such as the number of stops, seeing flight times in either 12 or 24hr clock before moving to the next section, Select Return Seat. Read aloud; an example would be - The User selected their return flight.

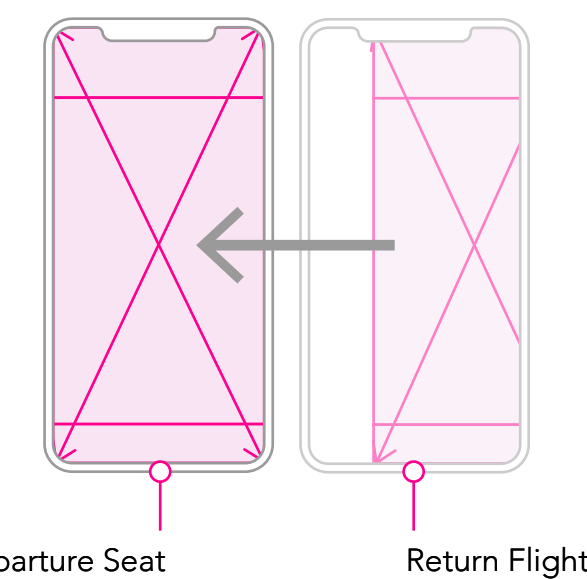
Active State



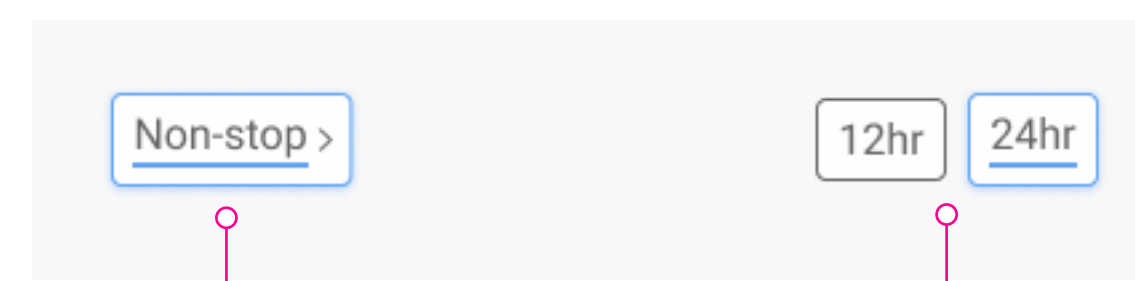
Complete State



4: Screen Transition



16: Drop Down Filters/Toggles

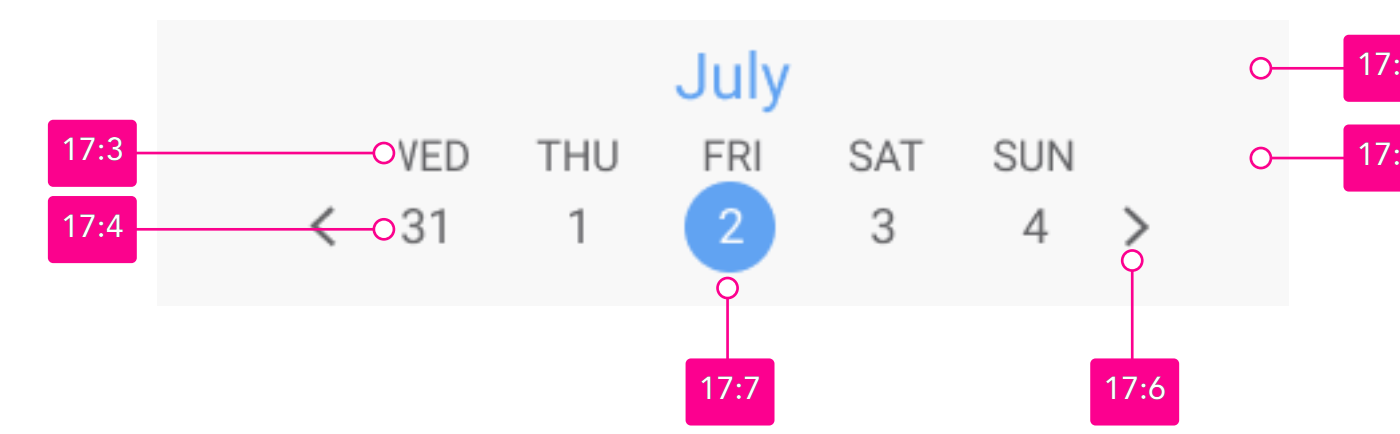


Filters
The filters allow the User to alter their search results. For example, they can change the number of stops and see flight times in either 12hr or 24hr clock. Moreover, search results automatically update to reflect the User's current choices.

16:1
Flying Drop Down
The Flying Drop Down is an input control allowing the User to change filtered search results.
Non-Stop
1 Stop
2 Stops
<3 Stops



17: Interactive Calendar



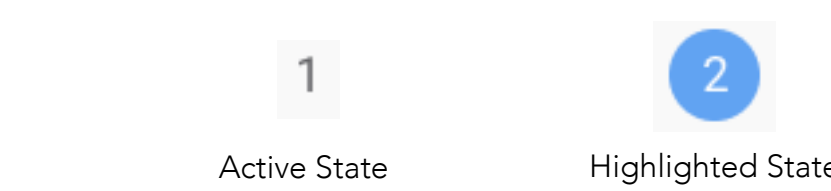
Interactive Calendar
The Interactive Calendar is a multiple-state date picker; the Highlighted State displays the day and month the User previously selected as their departure date. The flight pricing is calculated by the FLY UX booking database, using the preferences previously chosen.

17:1
Month July
Month names are written in full with no abbreviations; previous and subsequent months are discovered by scrolling horizontally on the interactive calendar, displaying dates up to but not past the current day.

17:2
Day
The names of the day are abbreviated, starting on Sunday through to Saturday.

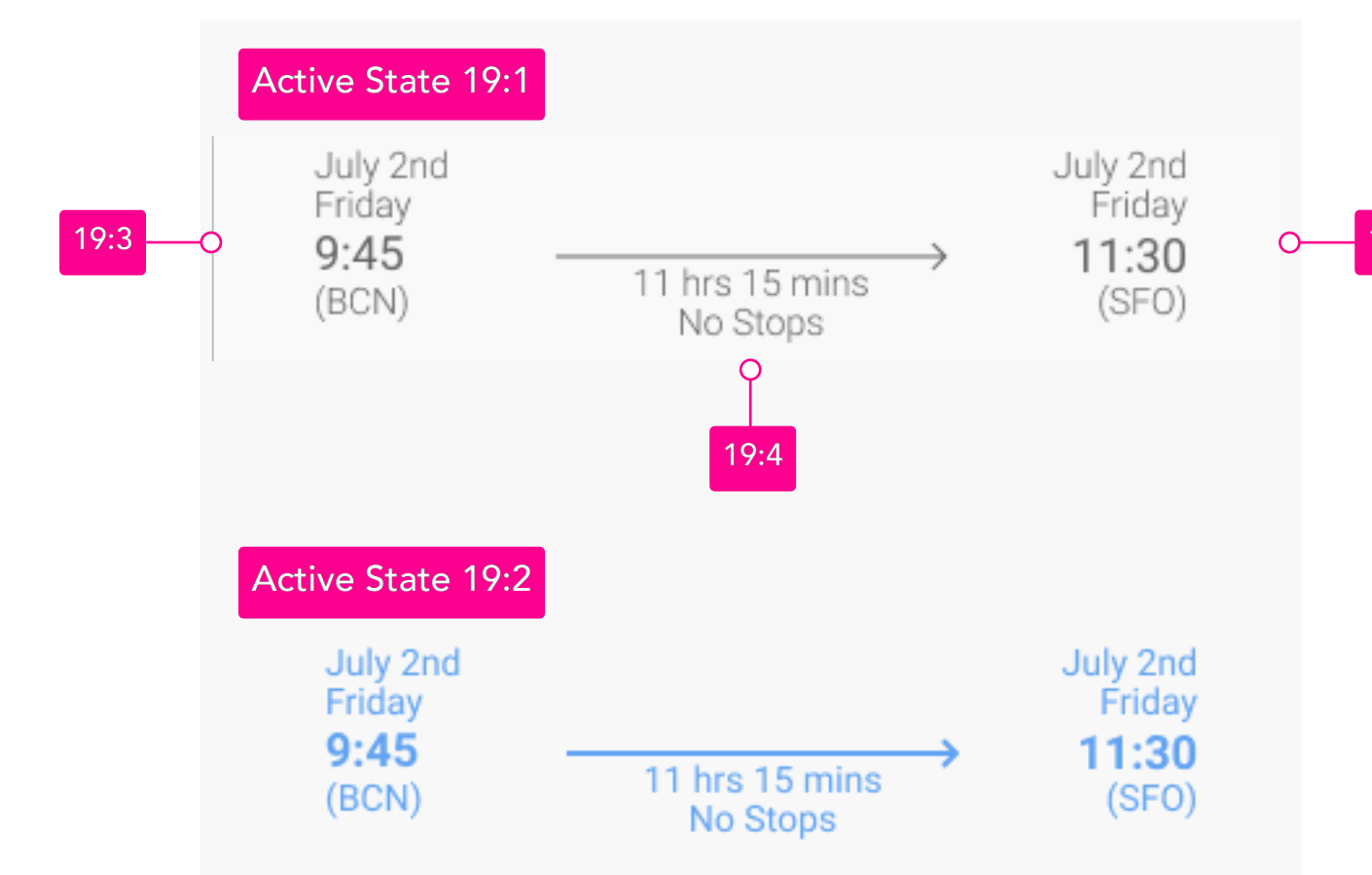
17:3
Date 31 1
The dates label is concurrent to the month and year displayed.

17:5
Return Date
When tapped, a date changes from an active to a highlighted state. Thus, the first date selected on the calendar has the status of being the return date.



17:6
Calendar Navigation Arrow
When tapping the right navigational arrow, the date moves forward by a single day; a long tap increases the dates moving forward by five days; the reverse happens when tapping the left arrow. Likewise, dragging or sliding on the calendar right to left moves the dates forward proportional to the Users scrolling action, the reverse effect when dragging or sliding left to right.

19: Return Flight Row



Return Flight Row
The Return Flights Search Result is a two-state (Active and Highlighted) UI input control with three segments. The flight results are calculated in real-time by the FLY UX booking database, using the preferences previously chosen.

19:1
Active
When tapped, the Return Flight Row changes from the active state to the highlighted state; only one departure flight row can be in the highlighted state at any one time.

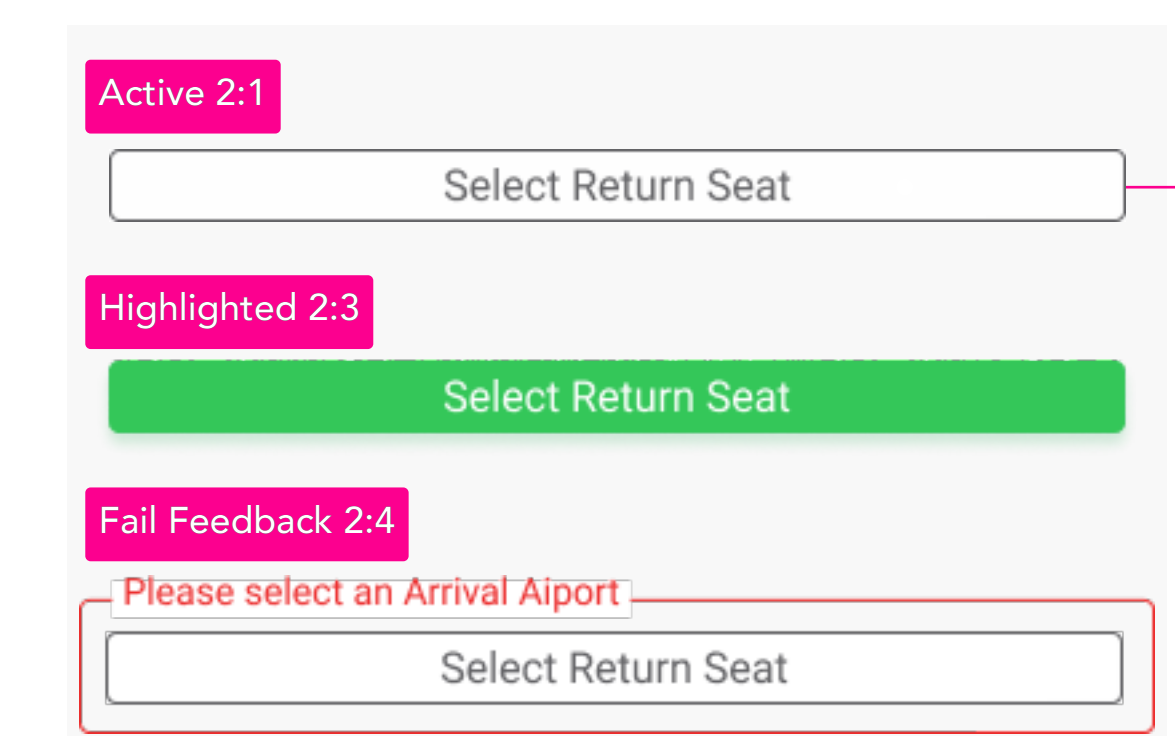
19:2
Highlighted
When tapped, the principal Return Flight Row selected holds the status of being highlighted; if an additional row is tapped, the status of the previous choice reverts to being active. Only one row can have the status of being highlighted at a time.

19:3
Departure Date
The departure date equals what the User chooses from the interactive calendar; the time and airport abbreviation pulled in from the FLY UX booking database.

19:4
Flight Pricing, Type and Duration
The flight pricing, flying types/graphics, and duration are pulled from the FLY UX booking database.

19:5
Arrival Date
The arrival date equals that selected by the User from the interactive calendar; the time and airport abbreviation pulled in from the FLY UX booking database.

2: Next Screen Button



Next Screen Button
The Next Screen Button is a three-state (Active, Highlighted, and Fail Feedback) UI input element. The button state remains active; until all inputs are entered by the User and validated by the system. Then the button state changes to the highlighted state, and when tapped, the User moves to the next screen. Finally, if tapped in the active state, a fail feedback error message surrounds the button with a note on how the User can correct before going to the next screen.

2:1
Active
When tapped in the Active State, a fail feedback note highlights the empty inputs needing the Users attention, see 2:4

2:2
Button Label
The button label contextually changes to the title of the next screen heading (see 1:5) in the booking process.

2:3
Highlighted
When tapped the User is moved to the next screen in the booking process.

2:4
Fail Feedback
A message informs the User how they correct any errors before going to the next screen.

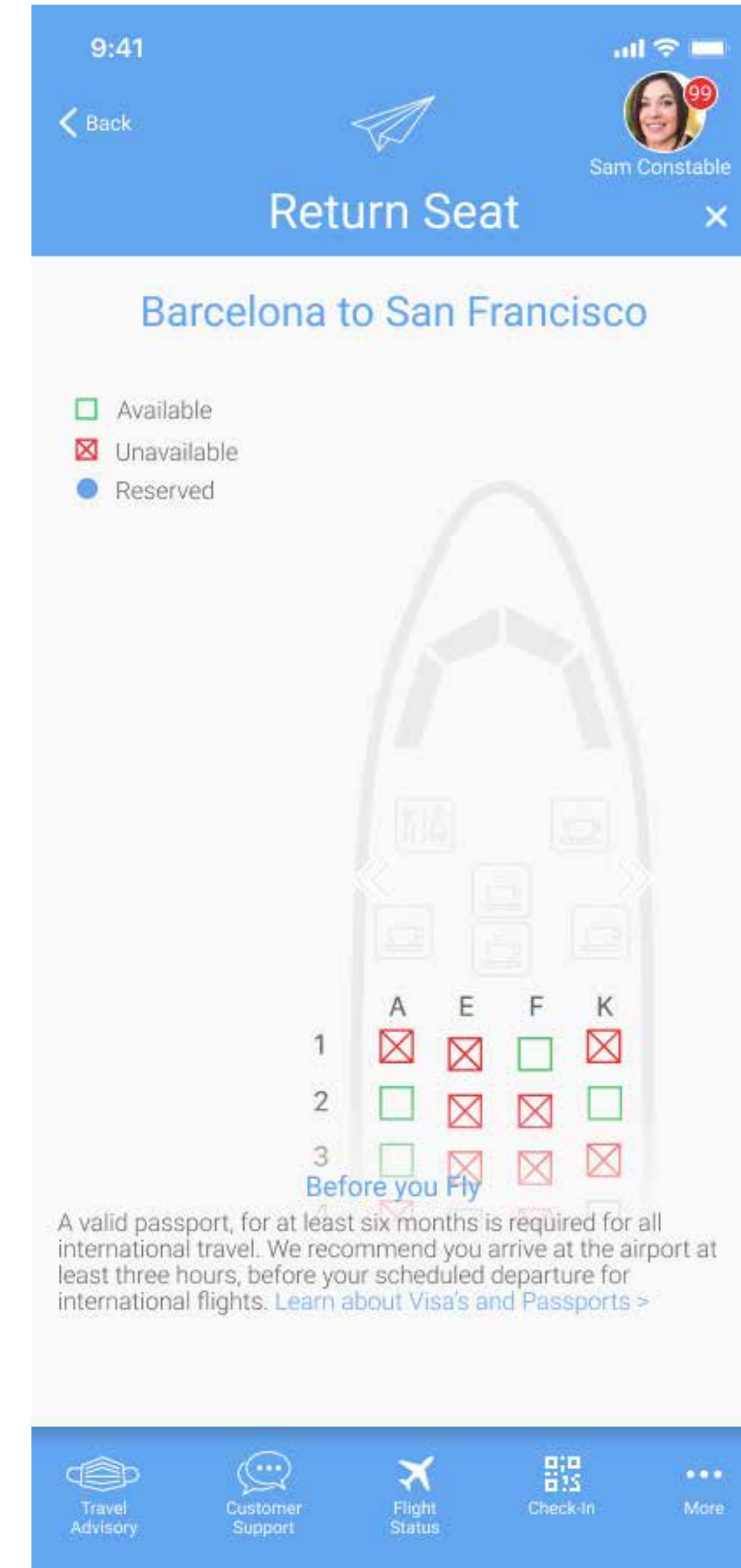
2:5
Highlighted Alternative
If returned to this screen by tapping on an edit button on the booking summary screen, the next screen button reads review booking summary, which returns to that screen when tapped.

RETURN SEAT

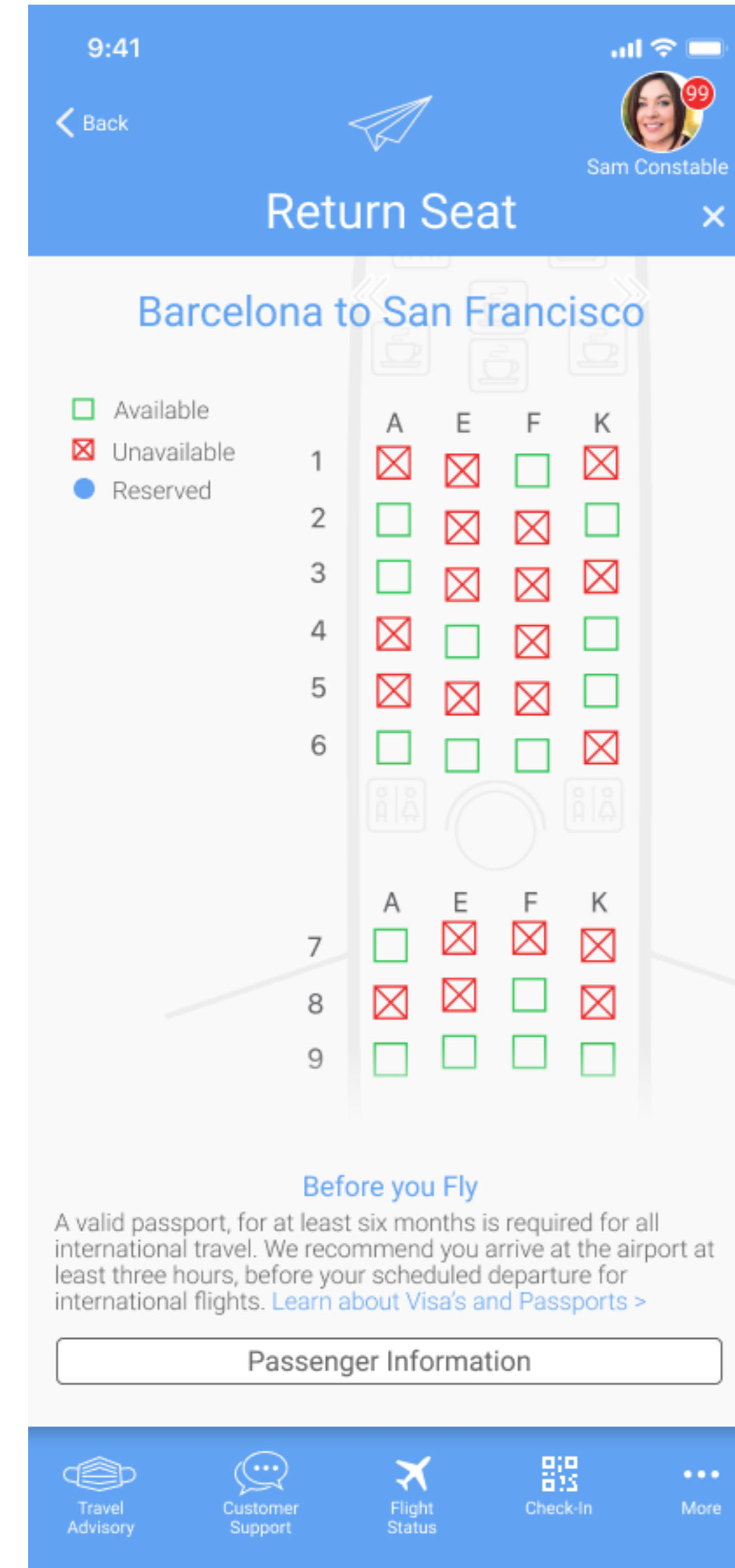
Screen 09:

The Return Seat screen aims to help the User select their return seat from a cabin seating diagram showing available and unavailable seating for the ticket type chosen. Read aloud; an example would be - The User selected their return seat from the cabin diagram. However, their preferred seat was unavailable, so they reserved a different seat in the cabin class.

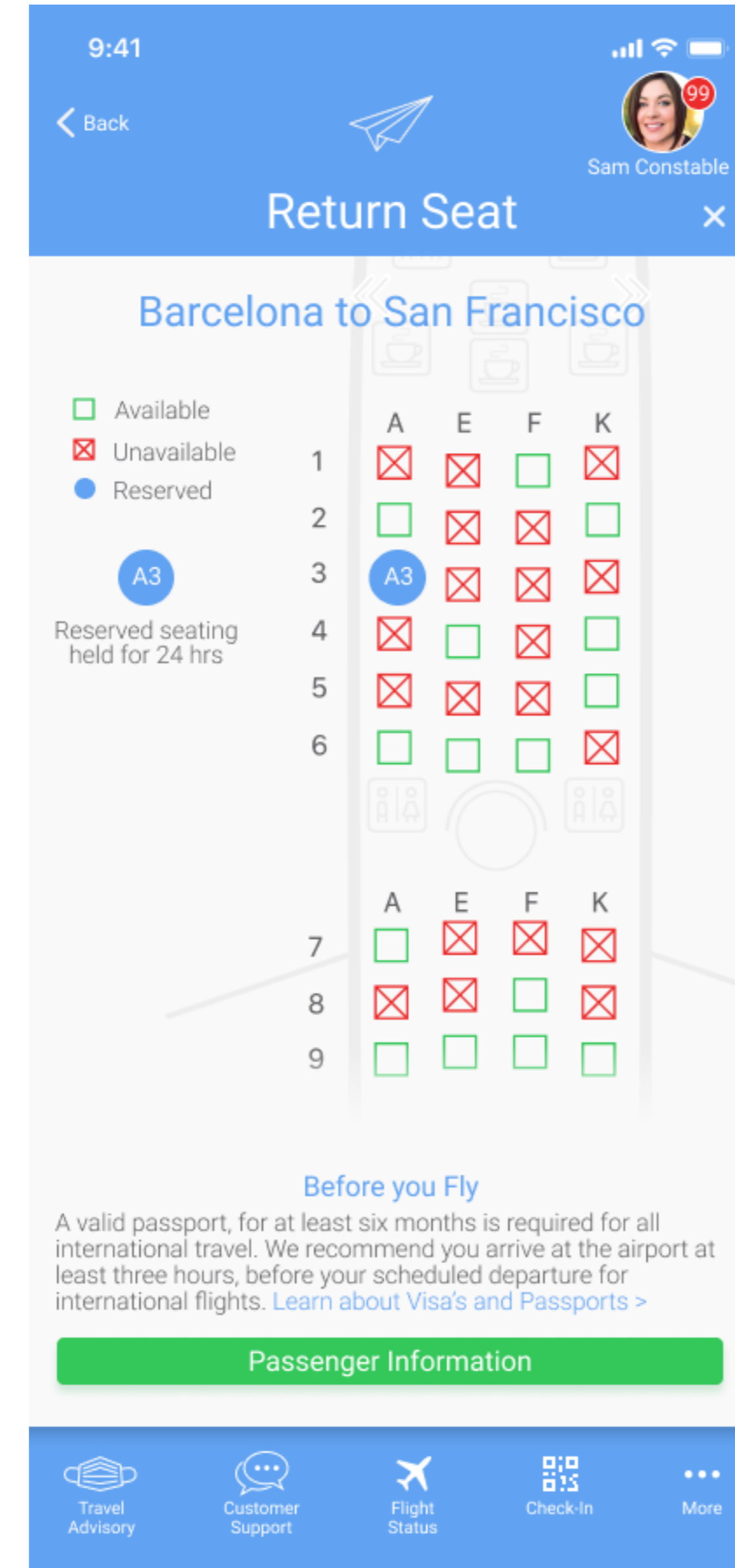
Cabin Diagram animates on to the screen



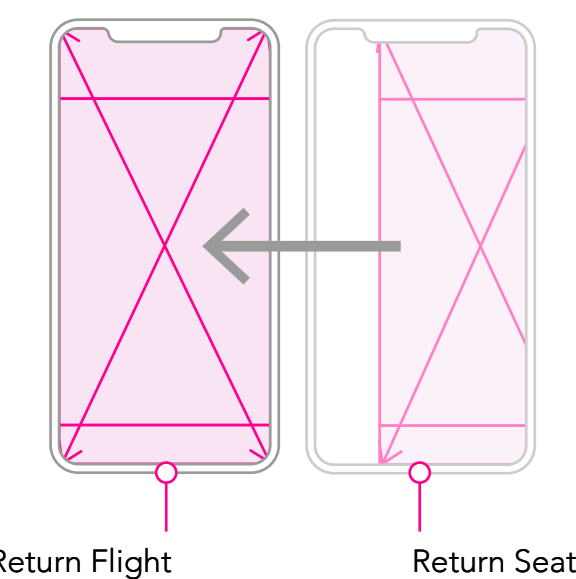
Active State



Complete State



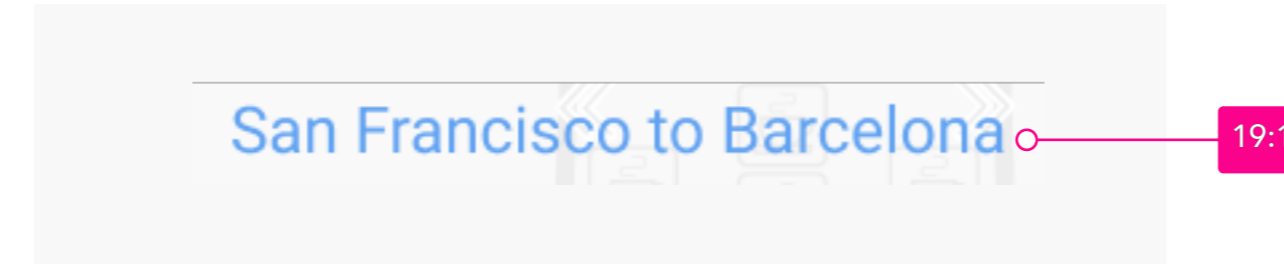
4: Screen Transition



Return Flight

Return Seat

19: Departure Title

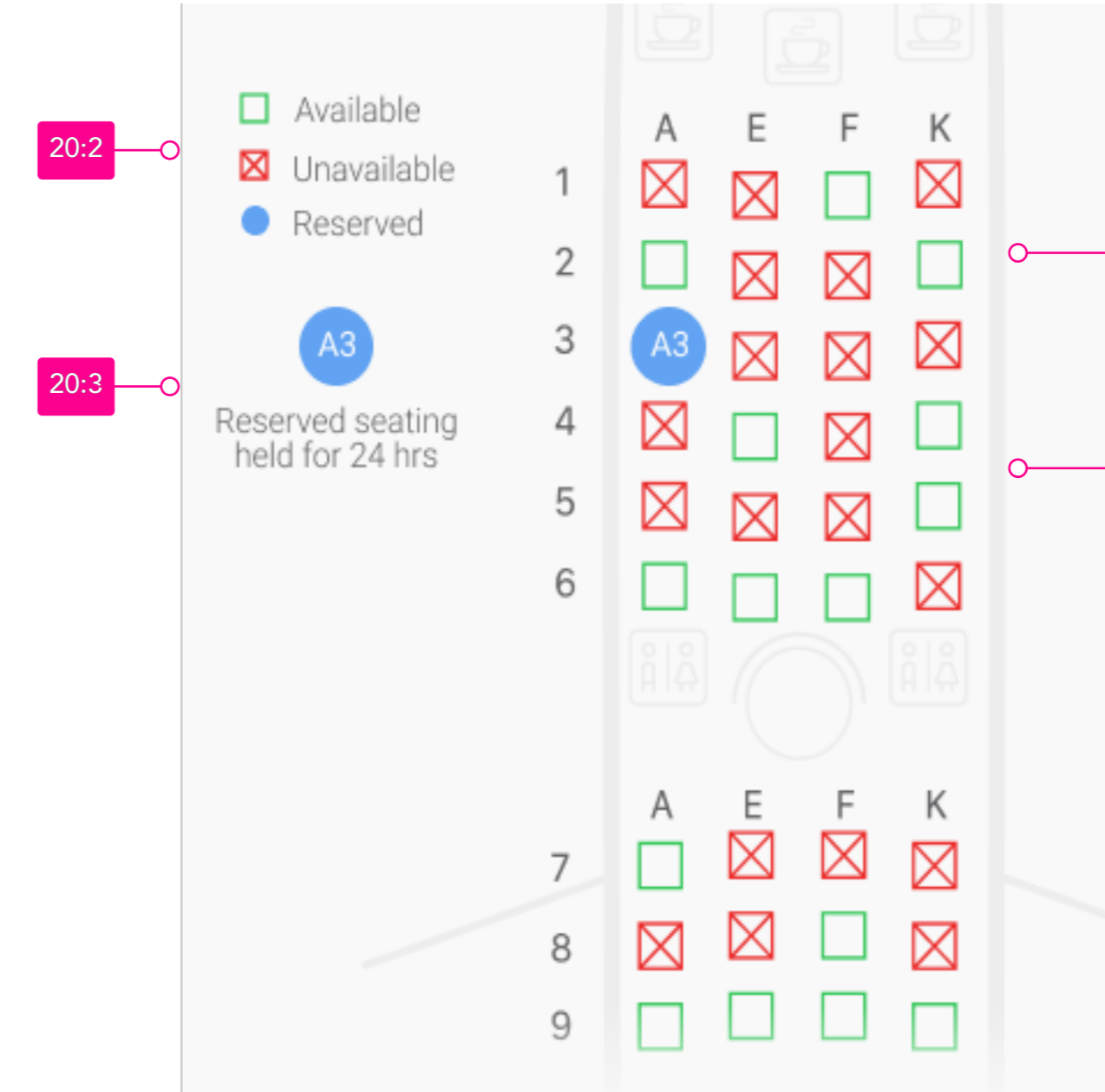


19:1

Departure Title

The Departure Title is an informational component reminding the User on which flight they are reserving a seat.

20: Cabin Seating Diagram



20:2

20:3

20:1

20:4

Cabin Seating Diagram

The Cabin Seating Diagram is a multiple-state picker displaying seating availability calculated in real-time by the FLY UX booking database.

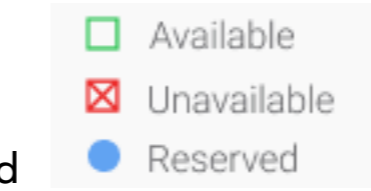
Seating Icon

The seating icon is a three-state input control. If the User taps on an unavailable seat, there is haptic feedback to gain the User's attention, and the seating message see 20:2 Fail Feedback message is displayed. The principal available seat tapped holds the status of the reserved seat; if an additional available seat is tapped, the status of the previous choice reverts to being available. Only one seat can hold the status of being reserved at a time.



Seating Legend

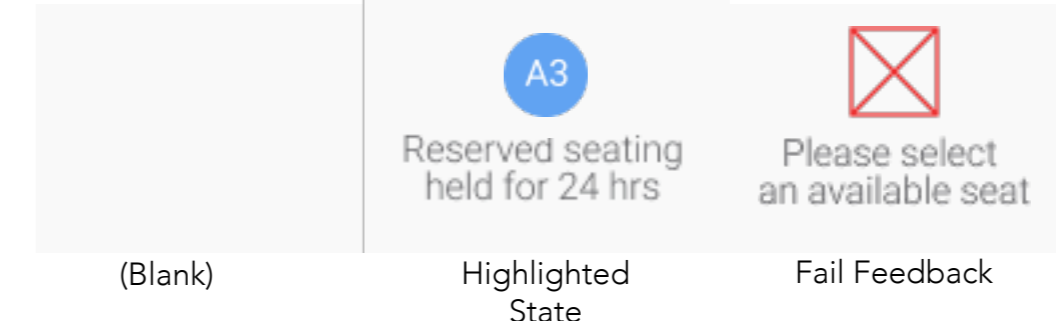
The Seating Legend defines the seating symbols used to denote seating availability on the cabin seating diagram.



20:3

Seating Message

The Seating Message is a two-state, informational component, displaying the seating status chosen by the users.

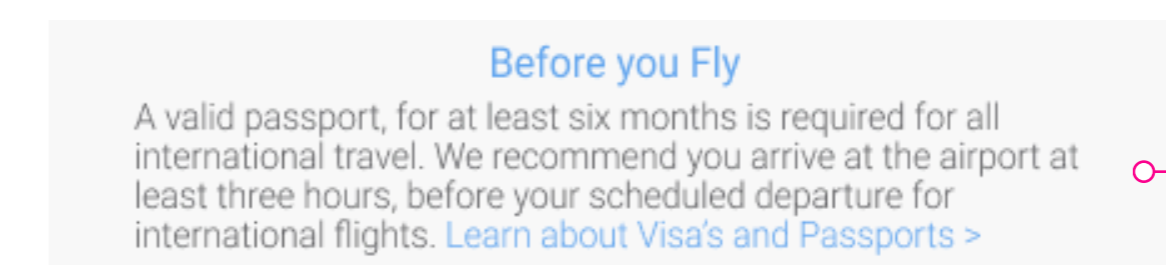


20:4

Cabin Seating Diagram

The Cabin Seating Diagram is an informational component where symbols in various states represent seating availability for the ticket class chosen. The diagram animates ease in from the bottom of the screen at 300ms to the position of the active screen. In addition, the FLY UX booking database serves up the current status of seating.

21: Marketing Message

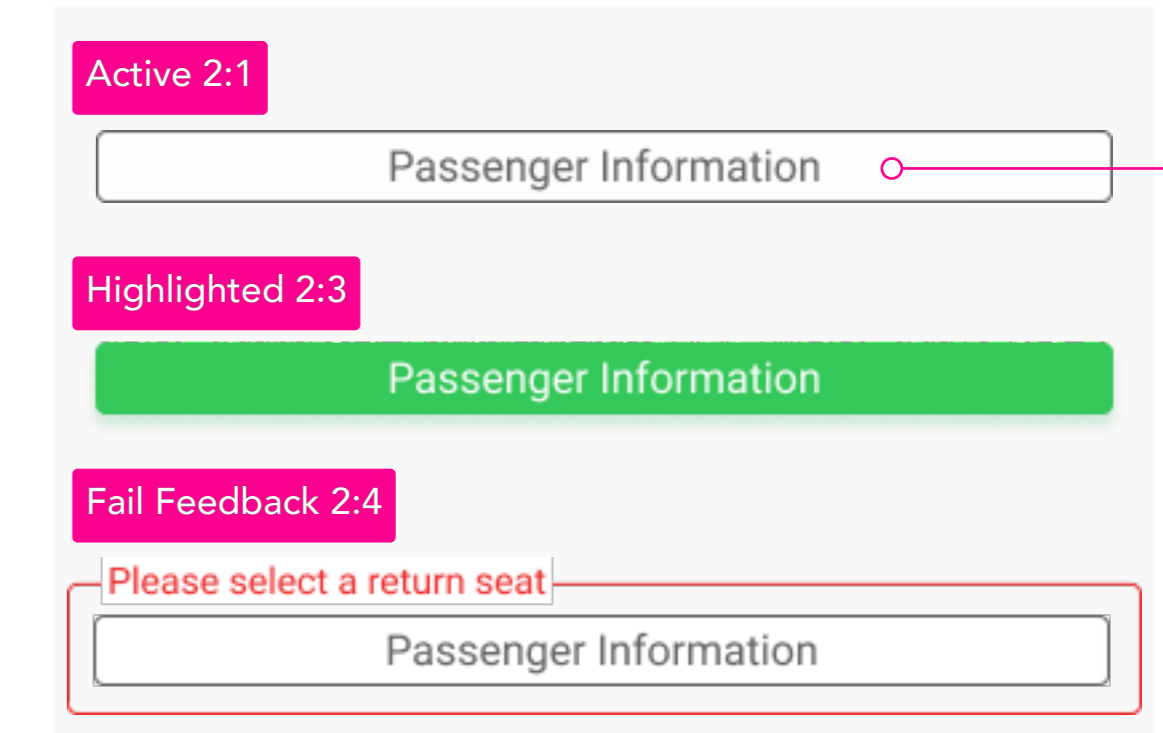


21:1

Marketing Message

The Marketing Message is a single-state component. First, the title introduces the User to the cabin class they have selected, followed by a marketing message ending with a link to see more benefits and features for the ticket class.

2: Next Screen Button



Active 2:1

Highlighted 2:3

Fail Feedback 2:4

2:2

Next Screen Button

The Next Screen Button is a three-state (Active, Highlighted, and Fail Feedback) UI input element. The button state remains active, until all inputs are entered by the User and validated by the system. Then the button state changes to the highlighted state, and when tapped, the User moves to the next screen. Finally, if tapped in the active state, a fail feedback error message surrounds the button with a note on how the User can correct before going to the next screen.

2:1

Active

When tapped in the Active State, a fail feedback note highlights the empty inputs needing the Users attention, see 2:4

2:2

Button Label

The button label contextually changes to the title of the next screen heading (see 1:5) in the booking process.

2:3

Highlighted

When tapped the User is moved to the next screen in the booking process.

2:4

Fail Feedback

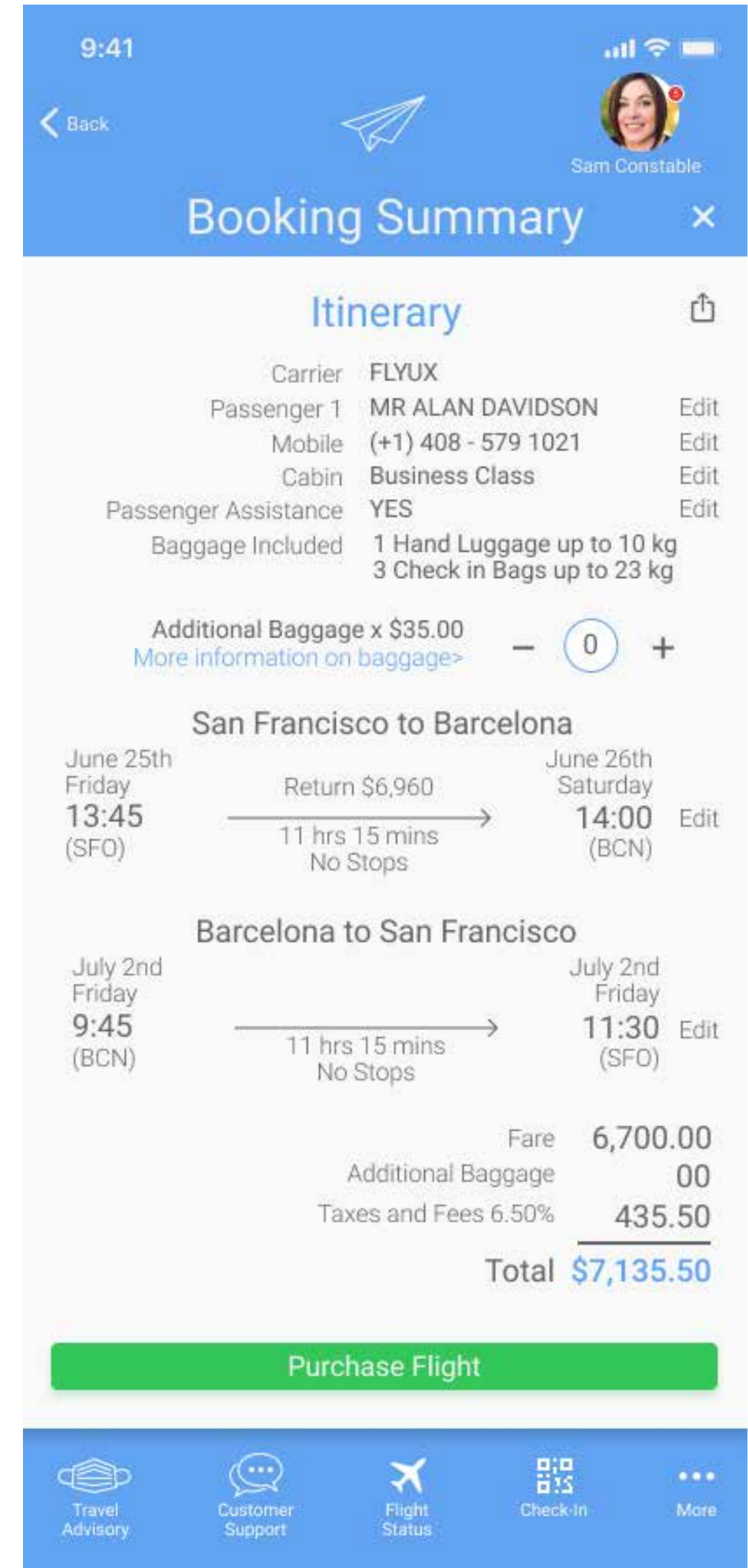
A message informs the User how they correct any errors before going to the next screen.

BOOKING SUMMARY

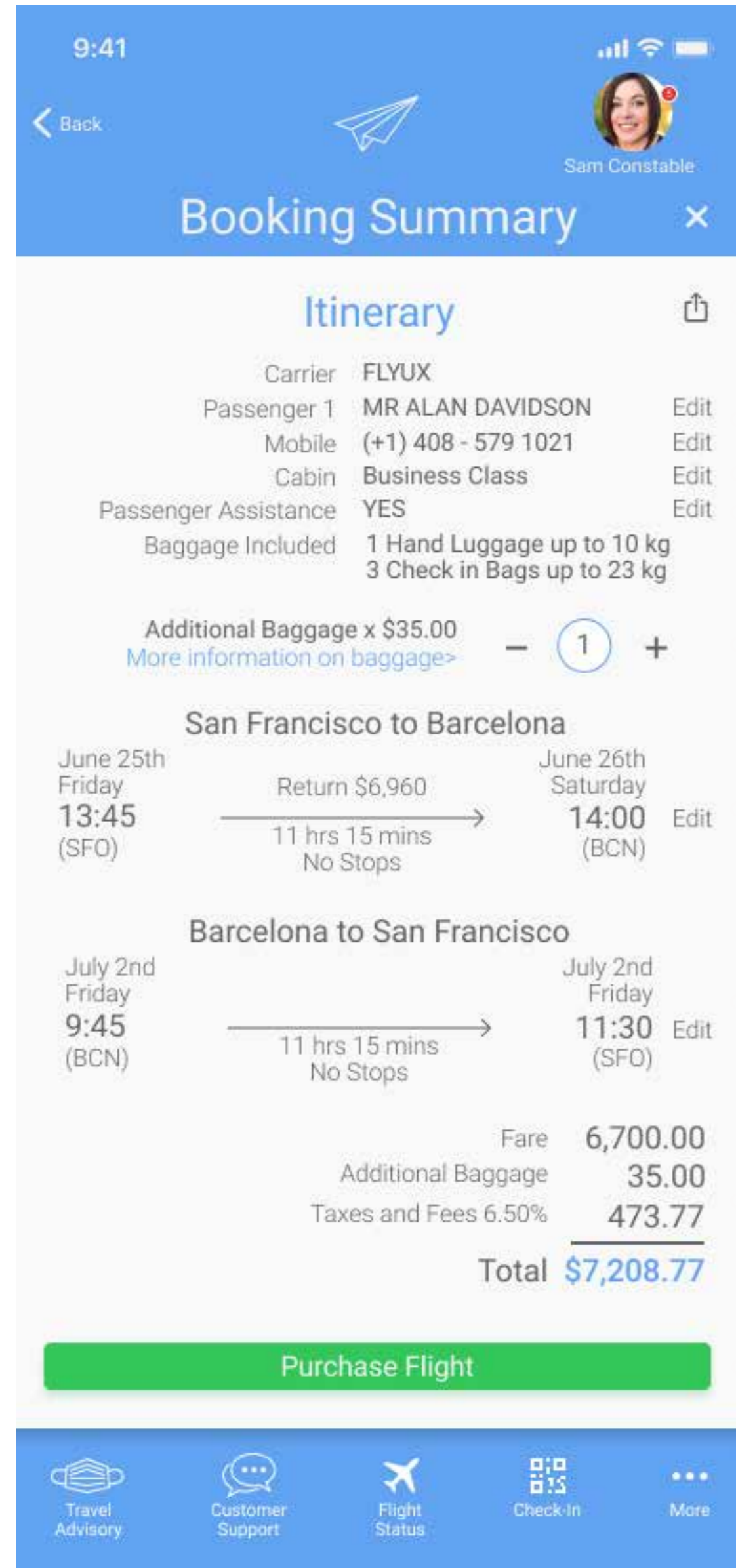
Screen 11:

The Booking Summary allows the User to review their booking itinerary, edit, add additional baggage, and share with a third party. The information presented is pulled from the previous screen, tapping edit brings the User to an appropriate screen. Read aloud; an example would be - The User reviewed the itinerary and realized that they needed to change the return flight date. Tapping edit on the line item, they returned to the flight screen, correcting the error.

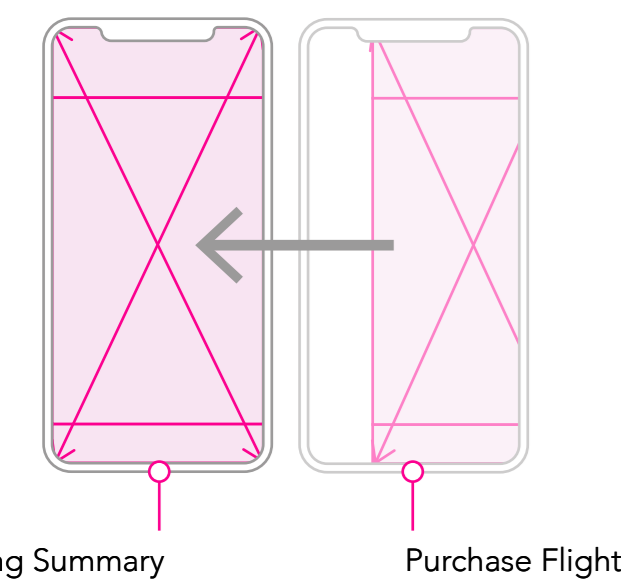
Active State



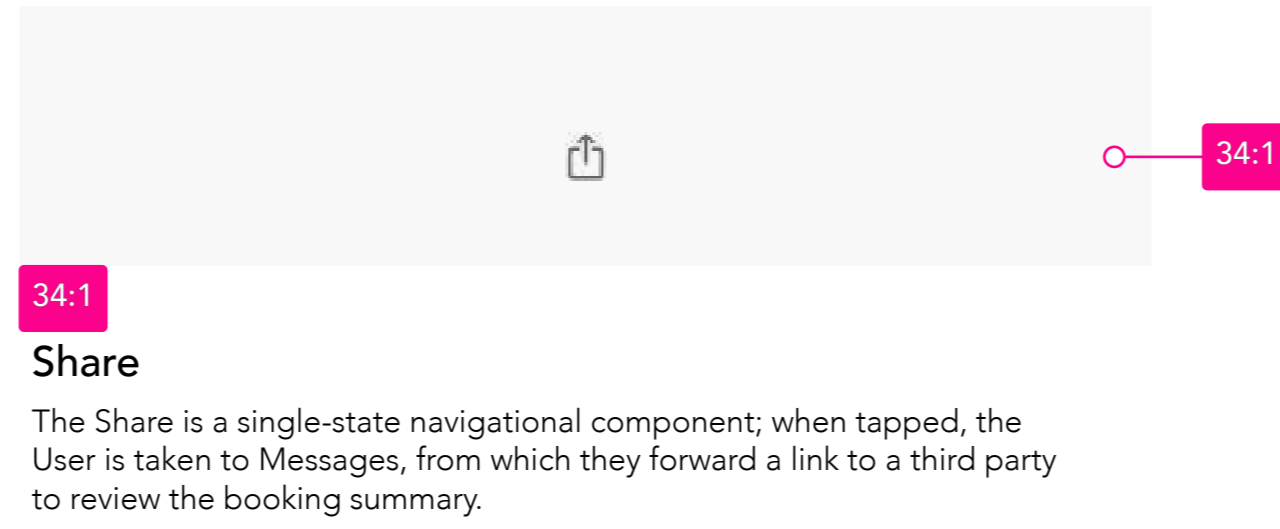
Complete State



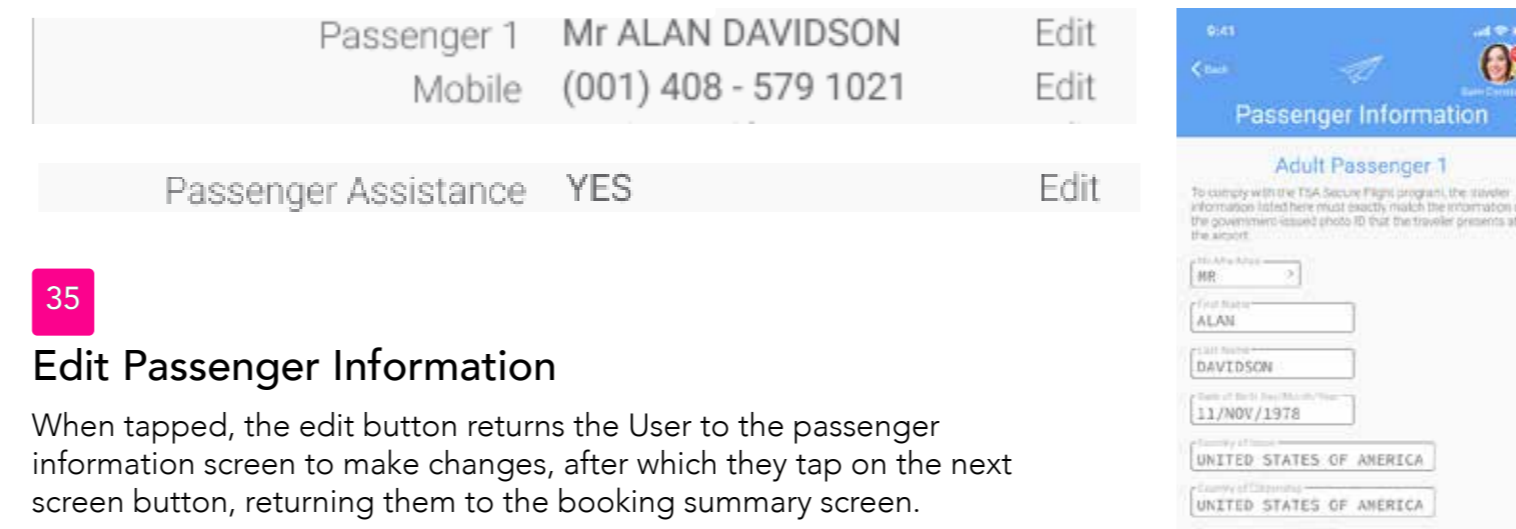
4: Screen Transition



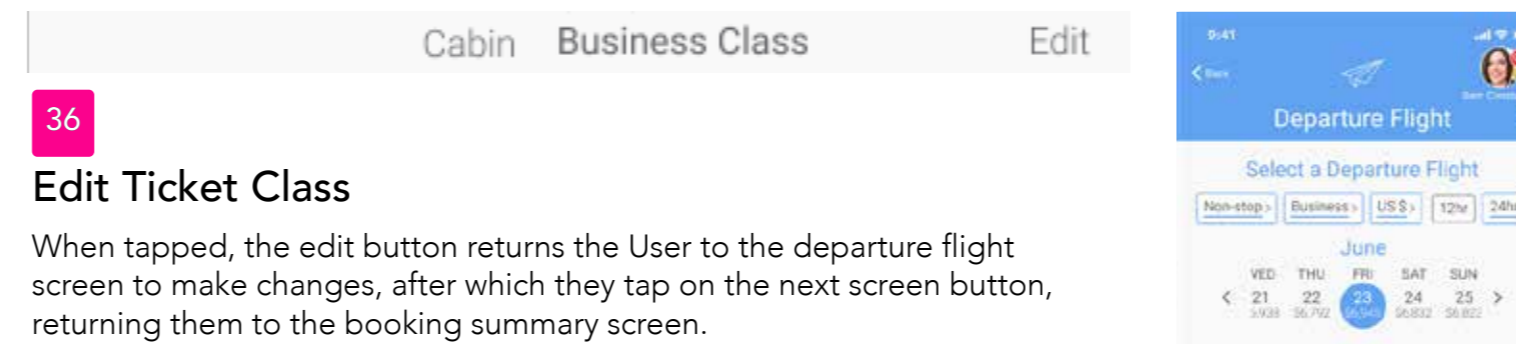
34: Share



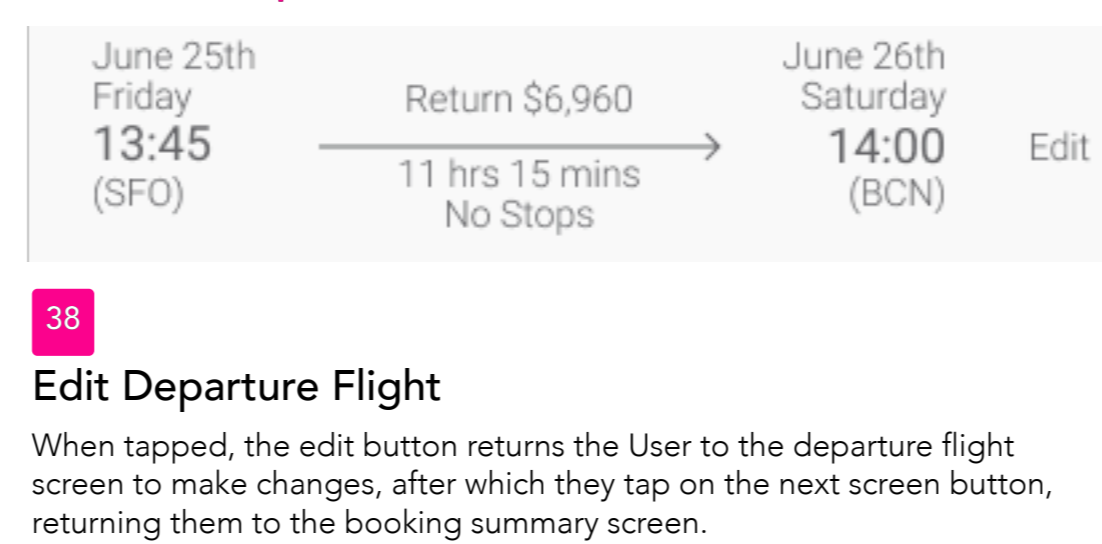
35: Edit Passenger Information



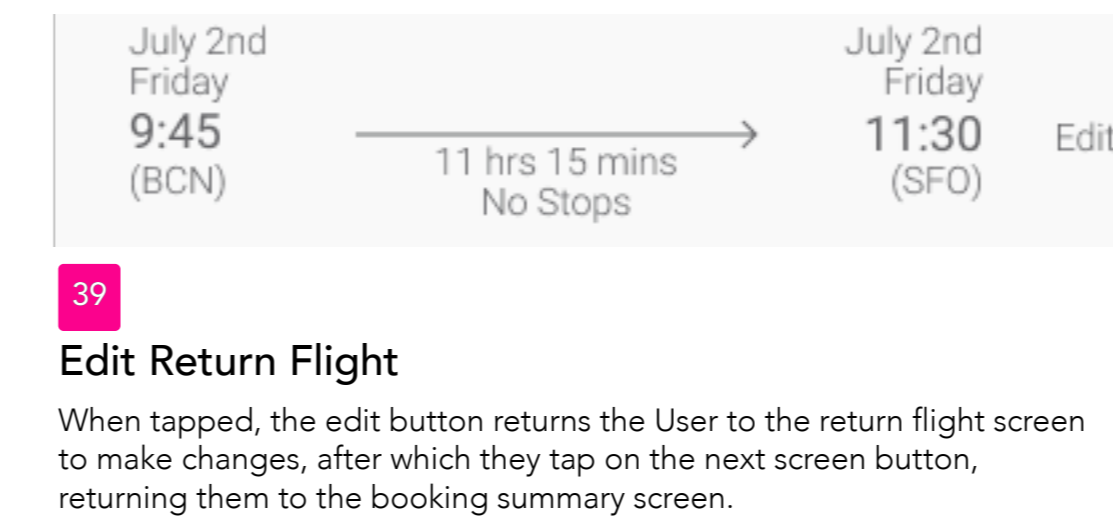
36: Edit Ticket Class



38: Edit Departure Flight



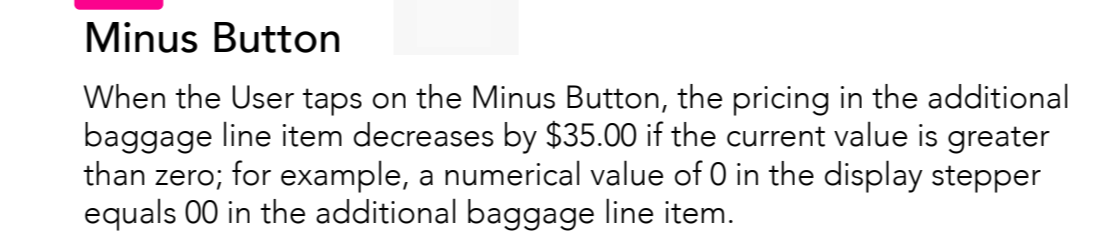
39: Edit Return Flight



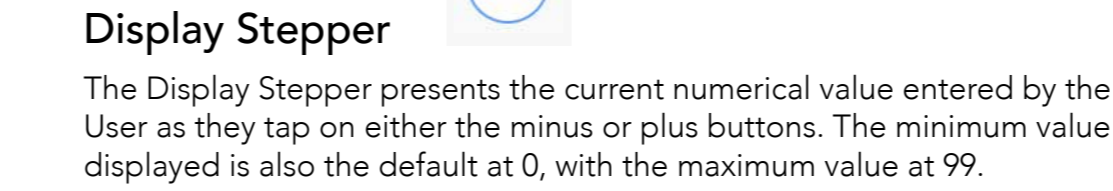
37: Number Stepper



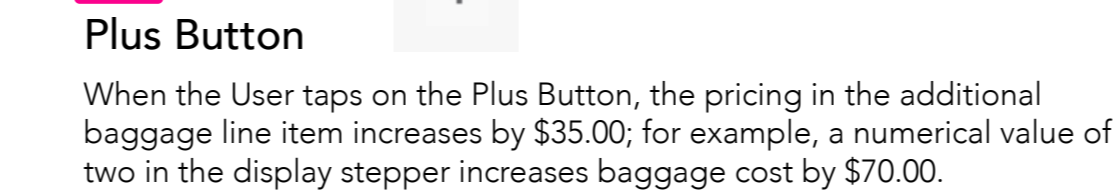
37:1 Minus Button



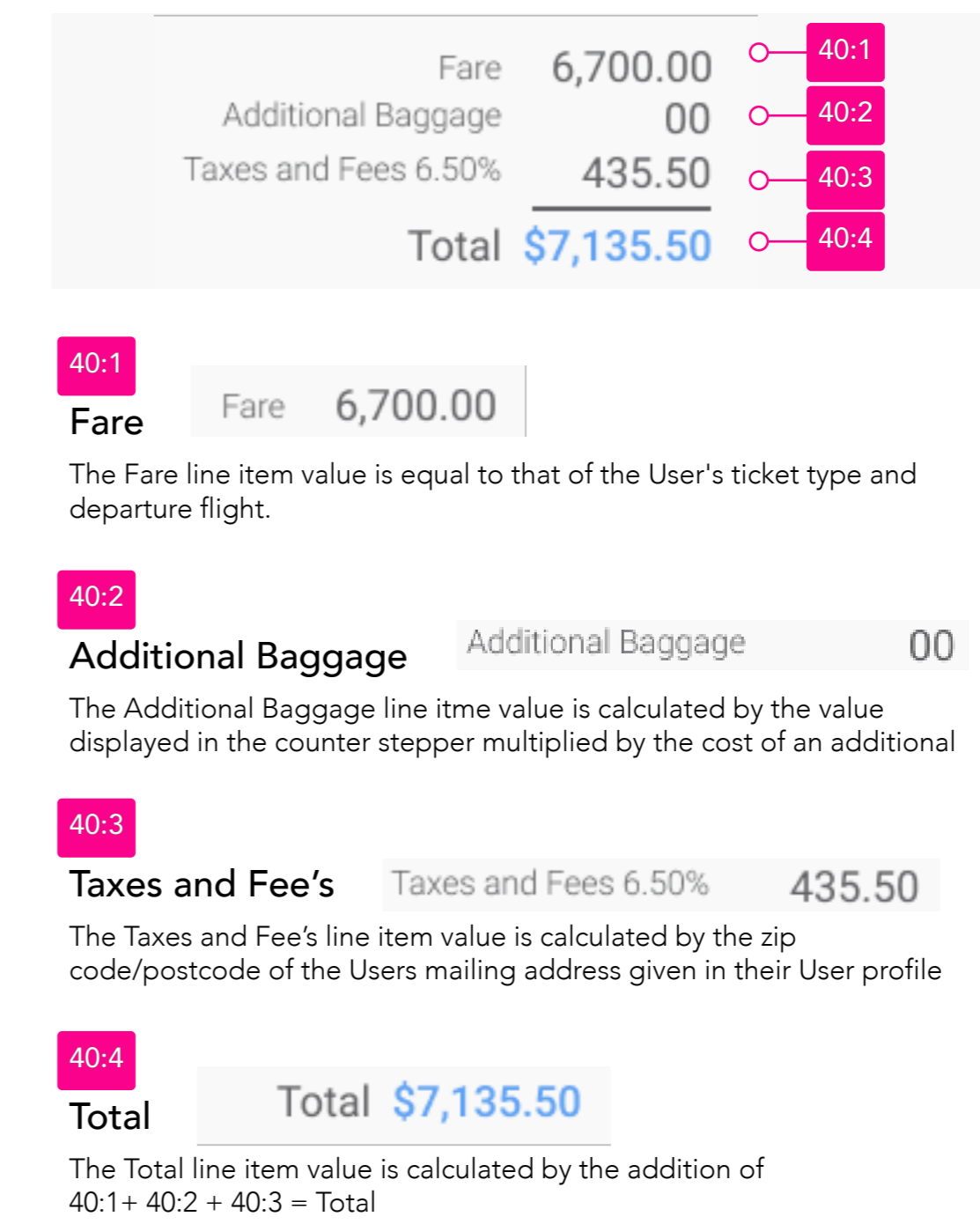
37:2 Display Stepper



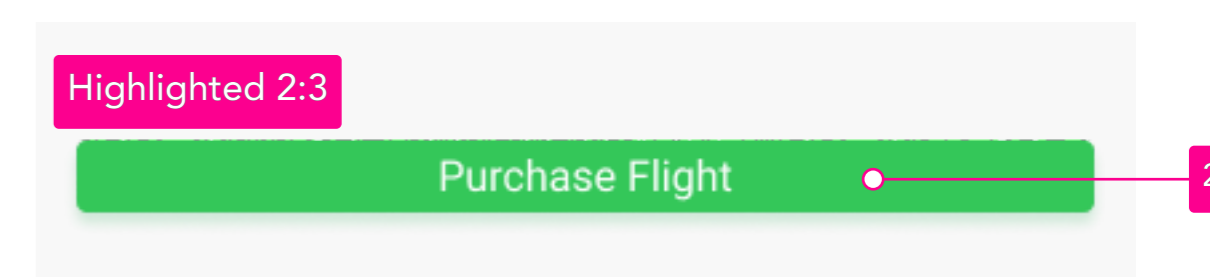
37:3 Plus Button



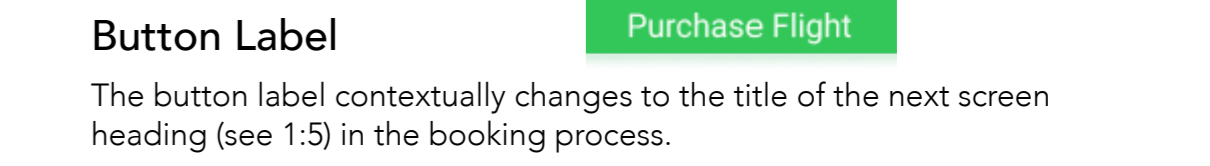
40: Pricing Line Items



2: Next Screen Button



2:2 Button Label



2:3 Highlighted

