

# **FLY UX APP**

# Define Navigation for Mobile

# Homepage

# **RULES**

This CTA is always active & visible, unlike other buttons along the journey.

### **FEEDBACK**

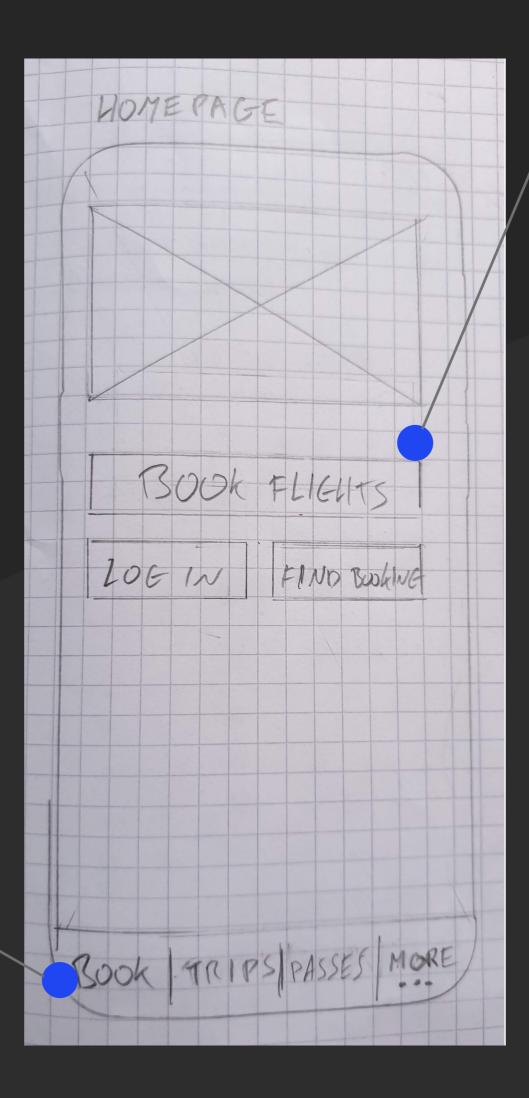
Button darkens. Booking page appears

# **RULES**

Sticky tabbed navigation that's persistent throughout app.

# **FEEDBACK**

First 3 options are standard links.
"More" opens off canvas navigation with all navigation options.



# Booking Page

### **RULES**

Tabbed navigation. "Return" selected by default and highlighted by line under text.

# **FEEDBACK**

When "One Way" is selected, the line moves under that copy and the content changes.

# **RULES**

Nearest airport set as default.

### **FEEDBACK**

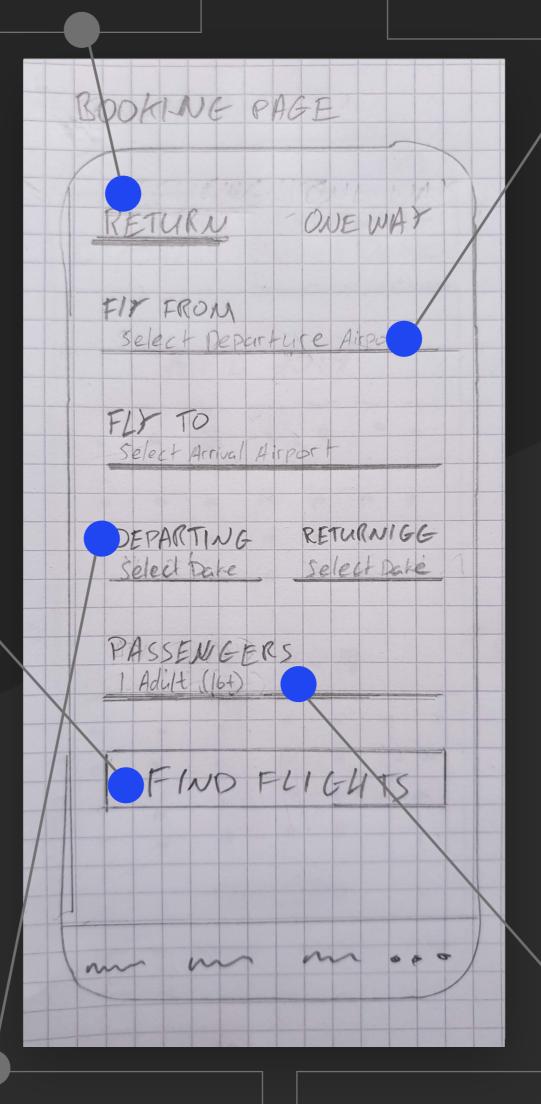
When field is tapped, full page modal window appears.

### **RULES**

CTA is faded, only active once all fields have been filled out.

# **FEEDBACK**

Button darkens and Flight Selection page appears



# RULES

No button. Field must be tapped.

# **FEEDBACK**

When field is tapped, the date selection window appears.

# **RULES**

No button. Field must be tapped. Defaults to 1 Adult.

# **FEEDBACK**

When field is tapped, "Add Passengers" window appears

# Airport Selection

### **RULES**

Must tap search field to begin search

### **FEEDBACK**

Standard keyboard pops up, Airports begin to filter as you type.

### **RULES**

"X" appears for mini interactions like this one

### **FEEDBACK**

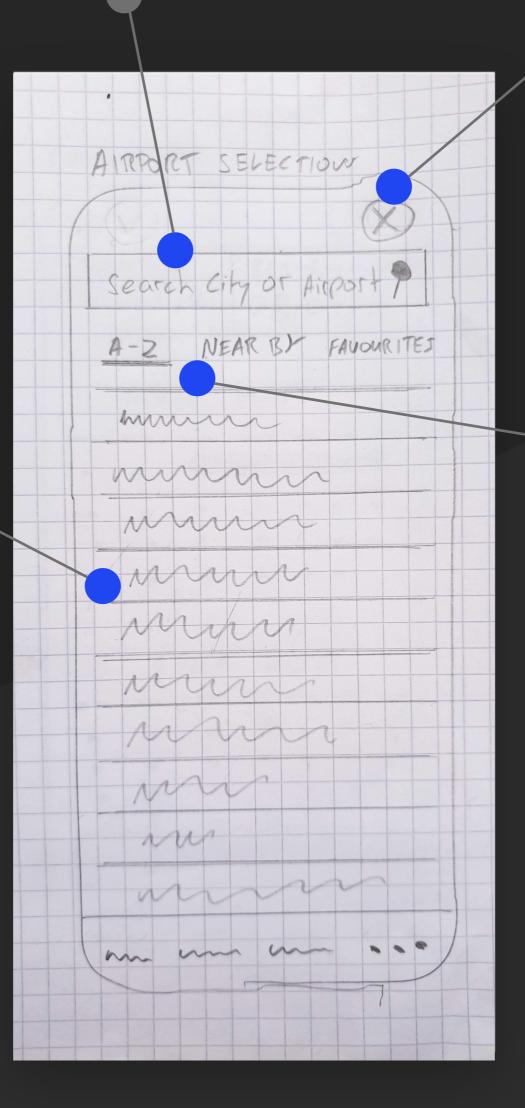
Takes you back to parent window

# RULES

All airport listings may be tapped at any time.

# **FEEDBACK**

Directed back to parent booking page where airport is now populated



# **RULES**

A-Z is the default active tab

### **FEEDBACK**

Selecting different tabs filters different content. Active tab highlight by line underneath copy

# Calendar

### **RULES**

Tabbed navigation. "Departing" selected by default, highlighted by line under text.

### **FEEDBACK**

When "Returning" is selected, the line animates under that copy & calendar is ready for "Returning Dates" input.

# **RULES**

"X" appears for mini interactions like this one

### **FEEDBACK**

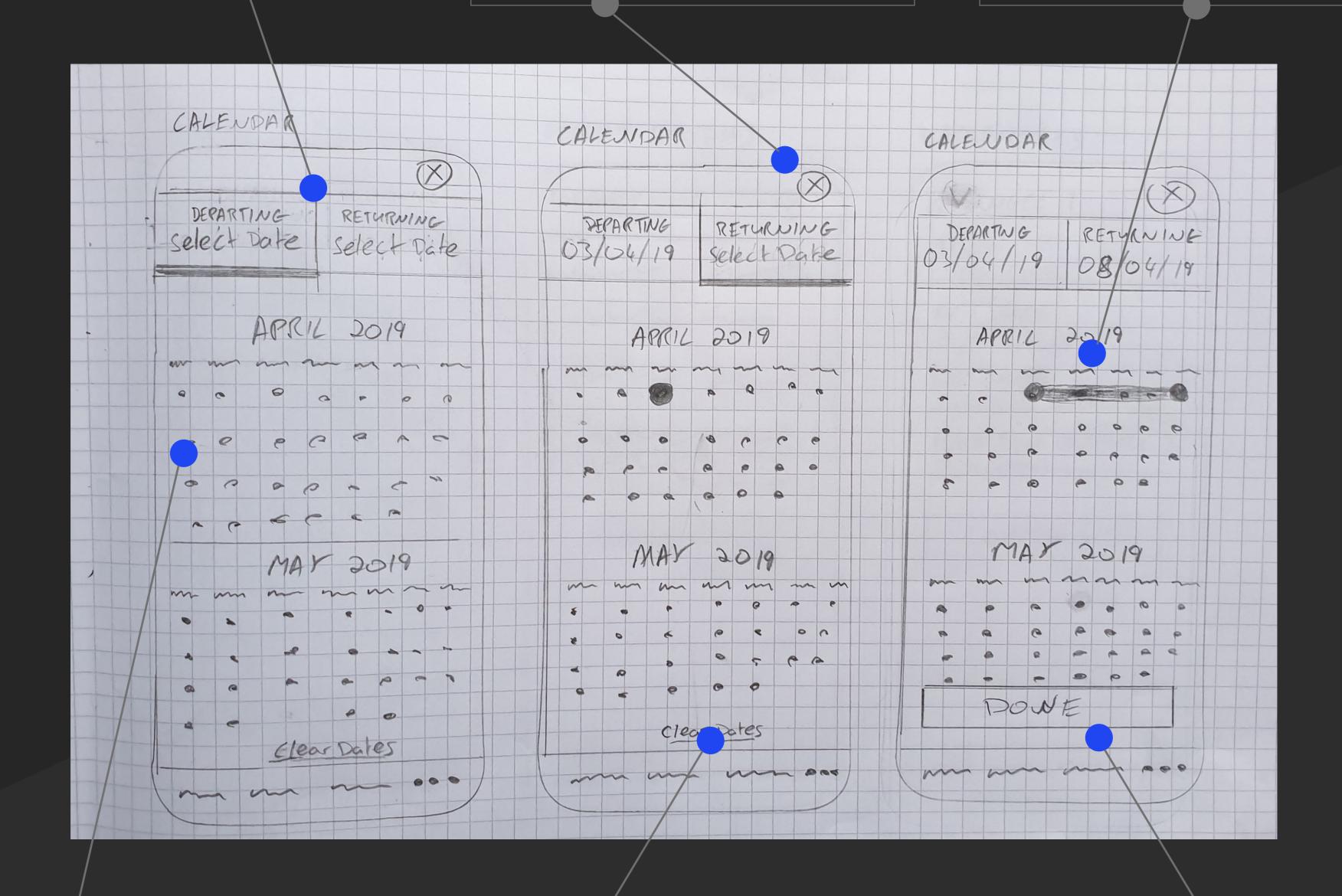
Takes you back to parent window (main booking page)

### **RULES**

Returning date has to be selected before you can continue

#### **FEEDBACK**

Date has a circle on it and is visually linked with the departure date



# **RULES**

Only available dates are allowed to be selected, the rest are faded out

# **FEEDBACK**

Circle appears around the selected date and the line under "Departing" animates to the "Returning" tab (see next screen)

# **RULES**

Tap text to clear dates

# **FEEDBACK**

Any selected dates are cleared

# **RULES**

Only appears once departing and returning dates have been entered

# **FEEDBACK**

Takes you back to booking page where calendar fields are now populated

# Choose Flights

### RULES

Shows next & previous days, the lower the price, the taller the column.

### **FEEDBACK**

Tap any date column and the day will change and update colour of column and also flight listings.

### **RULES**

Listings change based on day. Tap anywhere on row to select

### **FEEDBACK**

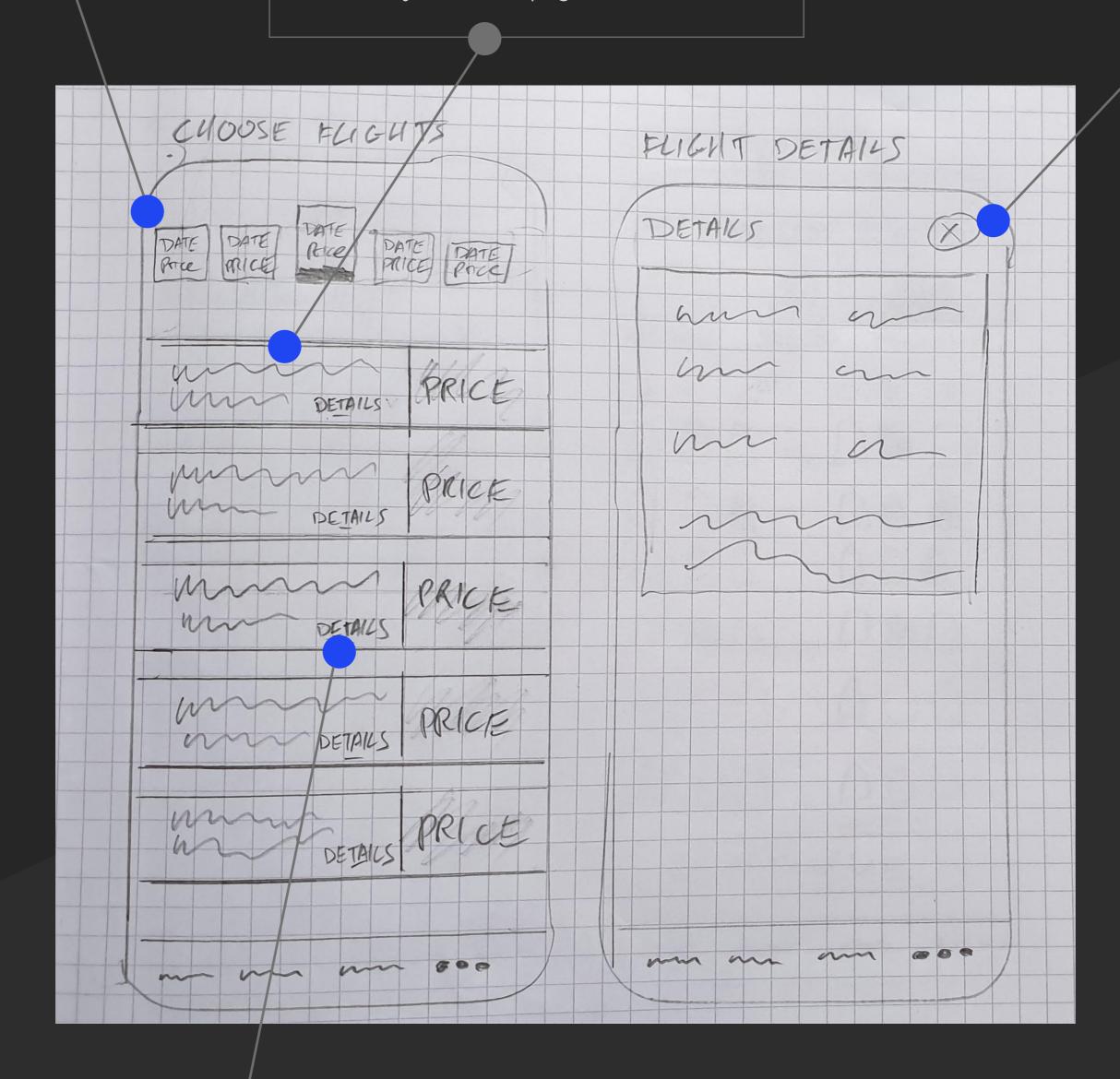
Flight is selected once tapped and it directs you to next page.

### **RULES**

"X" appears for mini interactions like this one

### **FEEDBACK**

Takes you back to parent window (Choose Flights)



# **RULES**

Tap for more details, all flights have this option

# **FEEDBACK**

Details panel appears (see next screen)

# Passengers

### **RULES**

Must tap search field for options

### **FEEDBACK**

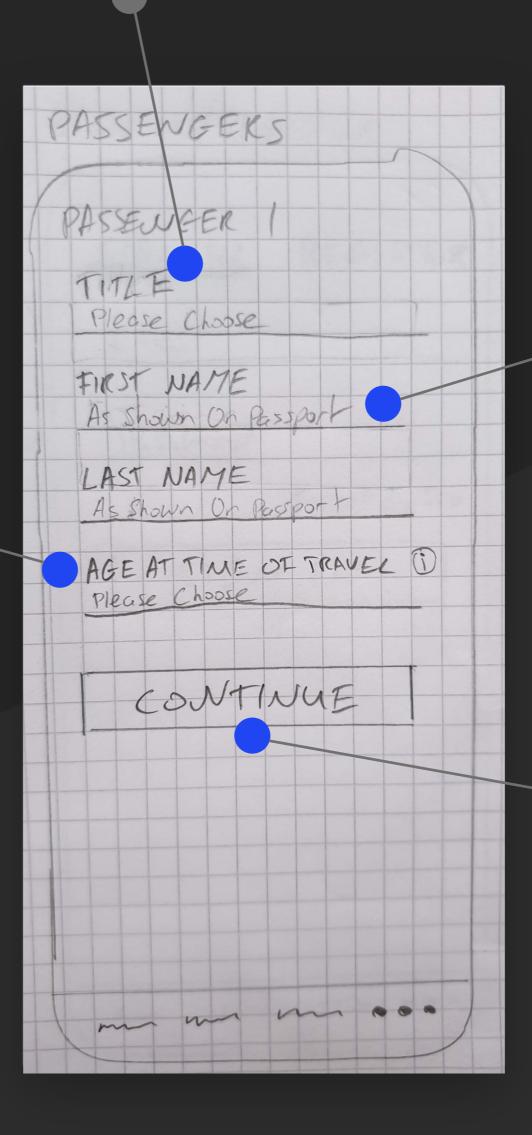
Drop down menu of title options appear

# RULES

Must tap search field for options

# **FEEDBACK**

Drop down menu of age options appear ("Under 2" "Over 16 etc")



# **RULES**

Must tap field for options

# **FEEDBACK**

Cursor appears and standard keyboard pops up.

# RULES

Only appears once all fields are filled

# FEEDBACK

Button darkens and takes you to next page on your journey.

# Baggage

# **RULES**

Must tap search field for options

### **FEEDBACK**

Opens Outbound OR Inbound baggage options screen.

# **RULES**

Set to 0 as default.

Max of 3 bags per person.

### **FEEDBACK**

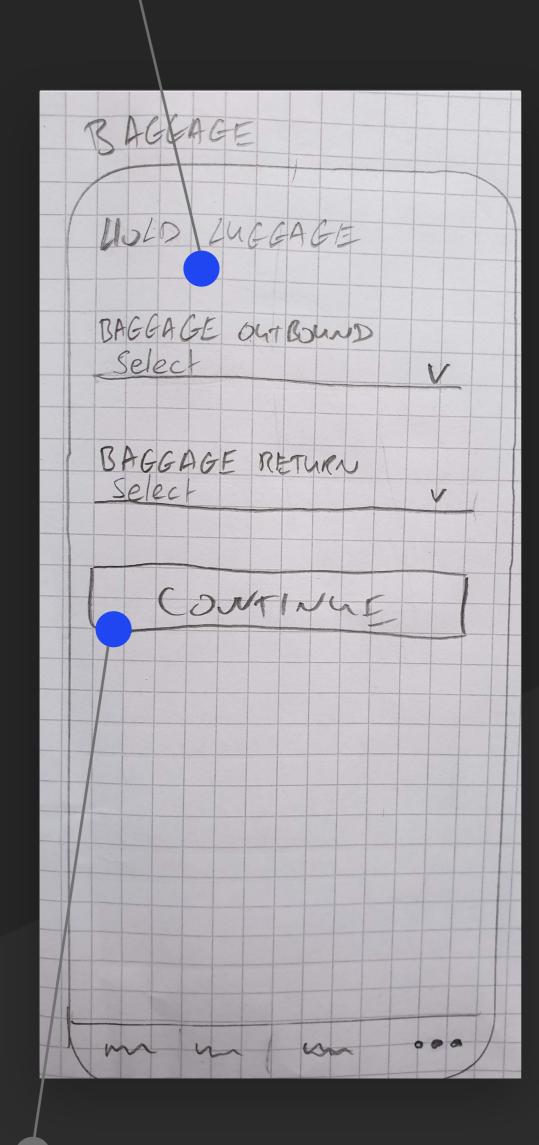
Number goes up or down when "+" or "-" are tapped.

### **RULES**

"X" appears for mini interactions like this one

### **FEEDBACK**

Takes you back to parent window (Baggage Options)

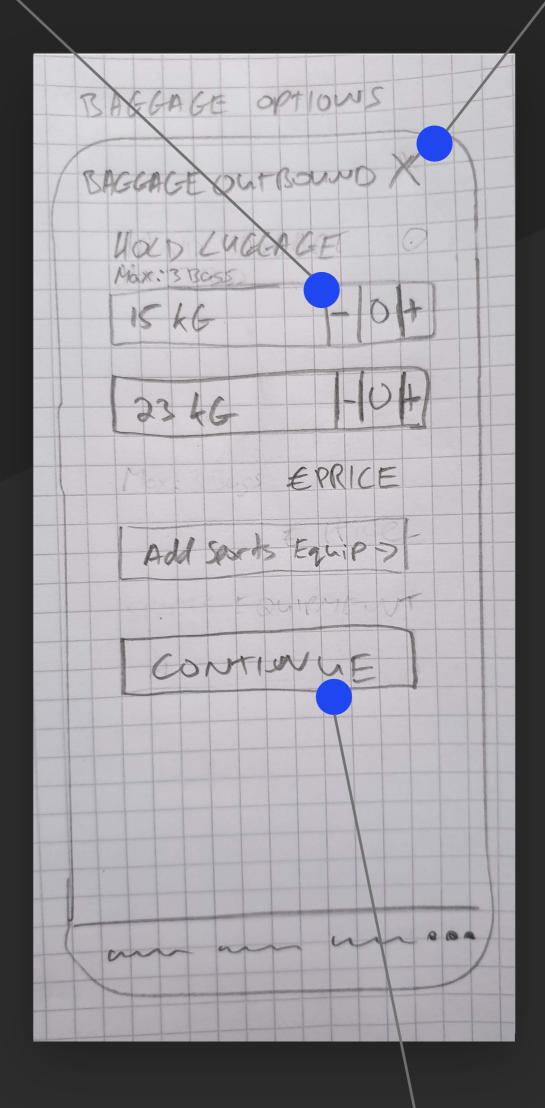


# **RULES**

Only appears once all fields are filled

# FEEDBACK

Button darkens and takes you to next page on your journey.



# **RULES**

Only appears once all fields are filled

# **FEEDBACK**

Button darkens and takes you to next page on your journey.

# Seats & Sign In/Register

### **RULES**

Seat must be available to select.

### **FEEDBACK**

Selected seat colour fills in.

# 

# RULES

Only appears once seat is selected

# **FEEDBACK**

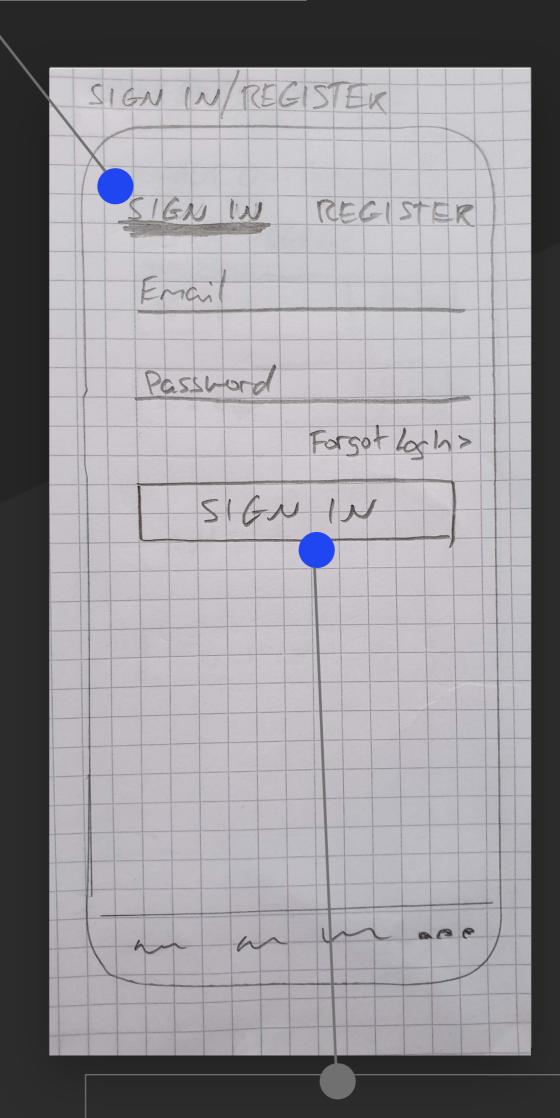
Darkens and continues on journey

### **RULES**

Tabbed navigation. "Sign In" is selected by default and highlighted by line under text.

#### **FEEDBACK**

When "Register" is selected the line moves under that copy and the content changes.



# **RULES**

Only appears once all fields are filled.

# **FEEDBACK**

Darkens and continues to on journey. Error is displayed in any fields with incorrect values.

# Payment

### **RULES**

Summary dropdown stuck to top of page. Tap to open.

### **FEEDBACK**

Full page summary drops down.

### **RULES**

"X" appears for mini interactions like this one

### **FEEDBACK**

Takes you back to parent window (Payment)

### **RULES**

Tap each field to enter details

### **FEEDBACK**

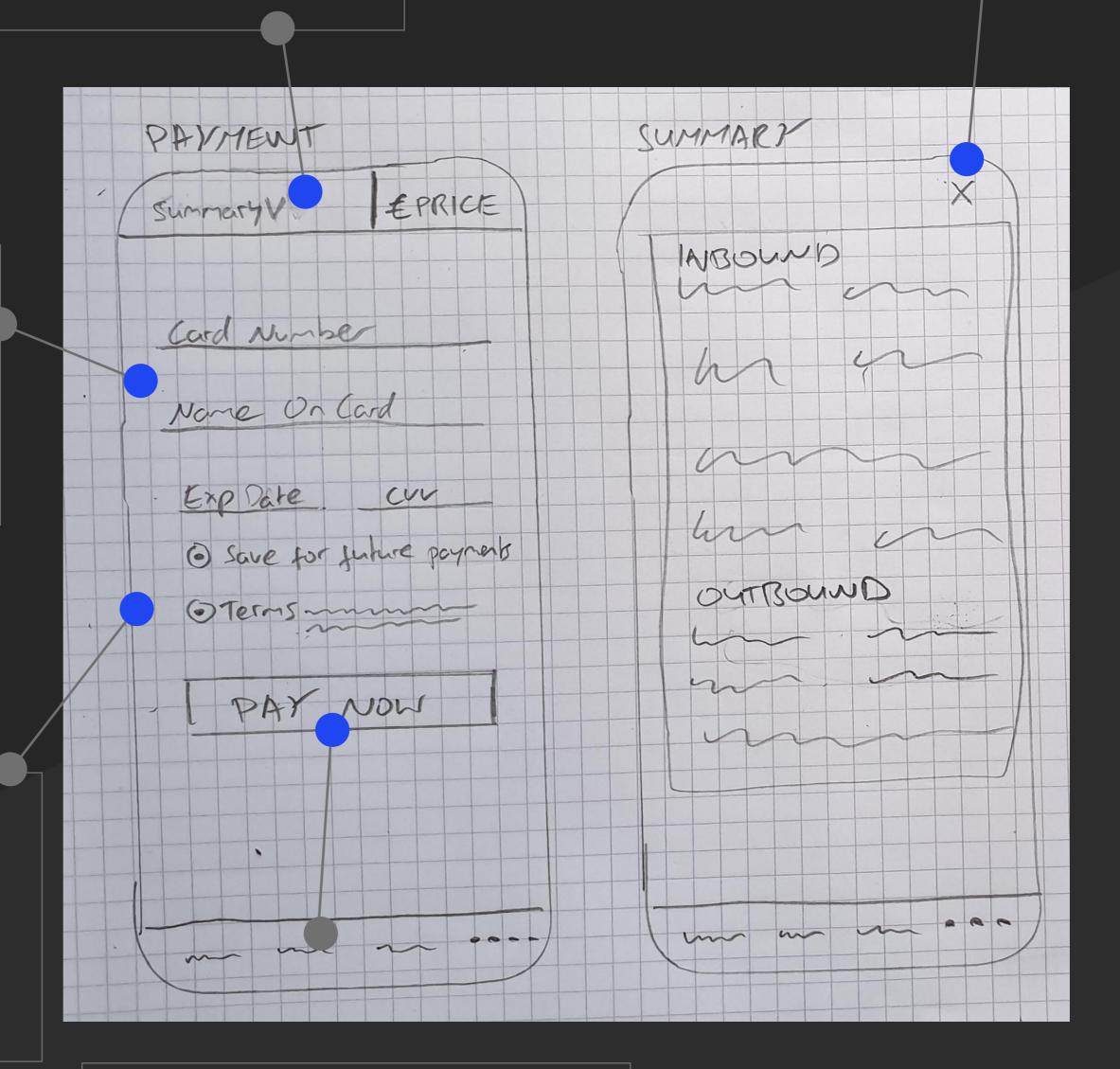
Numerical keyboard pops up for "Card Num" & "Exp Date & CCV" Standard keyboard shows for "Name"

# **RULES**

Checkboxes unticked by default. Terms much be checked to continue

# **FEEDBACK**

Circle fills with solid colour to indicate it's selected



# RULES

Only appears once all fields are filled and tick boxes ticked.

# **FEEDBACK**

Darkens and either payment is successful or fails