

Project 15: Annotations for desktop Hotel booking website

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Introduction

This project annotates my solution for the hotel booking website for desktop. I produced the annotations using Figma.

Annotations cover functional interactive components, but also some layout elements where they have a direct or indirect effect on interactivity.

On opening the Figma document, there is an overview frame at the start with a key.

Assumptions

There is some scope to the annotations:

- The annotations describe the “happy path” as shown in the prototype.
- There are many possible happy paths, particularly during the initial hotel search flow, prior to selection of room options. For example, a user could view hotel information without having given date or room information. These alternative paths, or how they affect application state, are not described.
- System feedback and error states are not formally annotated. Where an input field allows the possibility for error, the error message is described, but supporting visuals are not included.

Link

The annotations are hosted on Figma.

On load, Figma presents all the frames stacked vertically. At the top there is an overview which contains a key and a list of all the main screen states.

Click on the link below to view:

timth.uk/uxdi-annotations