



**Aviation Management
Release Notes
Version 1.4**



About Version 1.4

Aviation Management Version 1.4 is out for all users! This version is going to be the basis for future features. In this release note, you will get to see multiple features that are revamped and improved thanks to our brand new Game Engine.

Apart from major performance boost and update, we have also built in a new Flight Management feature that will bring in new functionality and options for airlines aspiring to run a hybrid or Low Cost Carrier Airline. This will be the first step to something great coming into Aviation Management. With the all new Flight Management you will be able to charge your passengers baggage fees, In Flight Catering and sell your advertising spaces.

OurCodeLab is committed to ensuring that our Airline Simulator, Aviation Management is realistic and easy for new aviators to play. We are deeply committed to ensuring that you will have the best gameplay and experience when you are managing your very own virtual airlines.

Should you have any concerns regarding Aviation Management, you can drop us an email at hello@ourcodelab.com and the team will be happy to receive your feedback.

Best Regards,
OCL Dev Team



New Features

Brand New Game Engine

Aviation Management is all about bringing the realism of managing an airline into play. We have made it simple to manage your airline and build your fleet. Unlike traditional airline games, we are really committed to having a realistic airline simulator that will give you, our user, a whole new range of options and functionality to bring your dream airline into a reality.

This game was first developed in 2017 and it was released in 2020. There are a lot of features that have been developed since then. As such, our old game engine was slowing down many of our features which limits the number of features we can add to this game. The old algorithm limits our ability to scale the game in which our user will see a drop in performance.

It is time for a new Game Engine that is flexible and efficient to run Aviation Management. This new Game Engine is able to do much more efficient calculation and run complex tasks like calculating Flight Revenue, Sector Demand and Network KPIs. This has drastically reduced the time needed to calculate the Financial Report for that Month as well.

During beta testing, users have reportedly commented that the crashes during turnover are fixed. As such, we will be releasing this new game engine which brings in realism and flexibility for our future products. Users will expect a change in Profit and revenue for their turnover as we have updated the demand and supply calculation as well.

Flight Management System

In version 1.3, we have announced that Aviation Management will be releasing sets of features that will introduce ancillary revenue into Aviation Management. Apart from that, we will be working on features that are used on and relied on in the industry to help manage airline's business models. For example, in the industry, there are 3 types of airline business models: Full Service Carriers, Hybrid Carriers and Low Cost Carriers. Certain airlines banked on various revenue streams. For example, Full Service Carriers are more service centric whereas Low Cost Carriers earn majority of their income from Ancillary revenue.

Flight Revenue now gives the flexibility and options for users to control very minor details of the game. With this, Flight Management will allow users to control Baggage Handling Allowance and fees, it will allow airlines to charge their customers for their In Flight Meals and it will also give airlines the flexibility to sell advertising spaces to advertisers. Having said all these, airlines can control these parameters up to 5 Cabin Classes.

With Pricing Management, Flight Management will bring brand new flexibility and playability to Aviation Management. Lastly, Based on the user's choice in Pricing Management and Flight Management, and among many other things such as service provided and marketing, it will affect the demand and supply algorithm built into Version 1.4. This brings in a whole new level of realism into Aviation Management.



Bug Fixes and Patches

Turnover Performance

Users can now expect to have smooth game transitions during turnover. The bug that has been crashing most of the user's game is fixed thanks to the new game engine.

Slow Loading Time

Our brand new Game Engine will now also compute multiple things within the system. Now, Financial Data, Network KPIs will load immediately.

Bugs Known

Perform Maintenance

There is a bug when you schedule for your maintenance, aircraft will not be available during the maintenance period. However, some users are able to use their aircraft despite having it scheduled for maintenance. The team is looking into this issue.

Staff Bug

In staff, employees will not change and it will cause a minor dispute in the Financial Report. This will not affect the game playability. We are looking into the issue as well.

Future Plans

Ancillary Revenue Coming

Ancillary revenue will be the next step Aviation Management is taking. It will introduce a whole new era of the Low-Cost Carrier Business Model and Hybrid Business Model. With Version 1.4, this brings us a step closer to having Low-Cost Carriers on board. We are very committed in having an Airline Simulator that fits all categories. With Version 1.4, we have brought in Baggage Allowance and Fees, Selling of Advertising spaces and In-Flight Meal Cost.

Detailed Revenue Stream

When Aviation Management first started, we just had regular ticket sales for the airline's revenue. Now, with the inclusion of multiple revenue streams, Aviation Management will also need to reflect that on financial reports.



Code Sharing

Another feature that is huge within the Full Service Carriers are Code Sharing. Code Sharing essentially allows airline to sell their seats to competitor for a fixed price and they do not have to worry about marketing and empty or low Passenger Load Factor.

Contact

Aviation Management is a constantly evolving game, bringing you the best gameplay and features to a mobile device. We are happy to receive any feedback you may have about the game. Do reach out to us at hello@ourcodelab.com