



**Aviation Management  
Release Notes  
Version 1.3**



## About Version 1.3

Aviation Management Version 1.3.0 is out fully for all users! The team at OurCodeLab is excited for this release as it brings out extensive features changes, performance improvements and bug fixes.

For Starters, Version 1.3.0 introduces a brand new Pricing Management which enables you to set your price template for current flights and future ones as well. Another feature is a whole new Catering Management feature where you can expect to create custom menus and assign them as a whole or for individual flight sectors.

Aviation Management has plans. Initially, our direction is to build this game for the Full Service Airlines business model or also known as Legacy Carriers. We hear you. Version 1.3.0 lays down the foundation needed to allow airlines to have a Low-Cost Carrier business model which gives you greater flexibility to manage your unique airlines. In order for us to make this happen, we will need to introduce ancillary revenue which is the heart and soul of every Low-Cost Carrier. They are revenue that is non-essential as part of passenger transport but they can come in terms of baggage cost, paid In-Flight Meals etc. Version 1.3.0 shows a hint of this at work as we are testing out our game engine. In the catering management, you will be able to set In-Flight Meals to be paid and if so, it will be counted as an Ancillary Revenue. In future feature updates, we will be adding more sources for Ancillary Revenue. Stay Tune.

Lastly, OurCodeLab would like to apologise for the delay in releasing the update for Version 1.3.0 to our Android Customers. We were delayed due to an internal code signing issue which deny us to submit the latest Version 1.3.0 to Google Play Store. We have since fixed that issue and will be rolling out Version 1.3.1 for both Android and iOS in the coming days.

For any other enquiries, do reach out to us at [hello@ourcodelab.com](mailto:hello@ourcodelab.com) and the team will be more than happy to receive your emails.

Best Regards,  
OCL Dev Team



## **New Features**

Version 1.3 brings in a whole range of features like pricing management and a brand new catering management. We have big plans for Aviation Management and we cannot wait to share them with you.

### **Pricing Management**

Pricing Management is definitely a feature that many of our users have been looking forward to. We want this to be different from other Airline Simulators. Instead of having to change the ticket prices for individual flights, Aviation Management Pricing Management lets you change the price template for current, and present flights. This way, you will be able to set the price for the network wide. You are still able to set the published pricing on a network level but you can also change it at an airline level by the percentage you want to change the published fares by.

### **Catering Management**

Another feature that was shipped with Version 1.3 is the ability to cater food and drinks onboard the flight. With this feature, airlines can create menus and assign them to each flight sector. With this arrangement, airlines will be able to set meal catering preferences for each class service as well. Last but not the least, airlines have the ability to let passengers pay for their meals or will it be part of the ticket fare.

### **Experimental Features**

Aviation Management will be undergoing a revamp to allow airlines to earn ancillary revenue. Ancillary revenue is revenue earned by the services provided to customers. These services can come in the form of baggage fee, hand carry fee, in flight meals etc. Version 1.3 ships out codes that will pave the way for future features that will be coming soon to Aviation Management.

## **Bug Fixes and Patches**

### **General Stability**

We have improved the performance when it comes to loading the game menu, tables and data generation. Users can expect to see a change in performance.

### **General Tweaks and Changes**

We have made minor changes to the looks of Staff and Marketing. The navigation bar will look more seamless.



## Bugs Known

### Turnover Performance

Some users will experience their game crashing as they request for the next turnover. This will affect the game experience for them. Our Development team is optimizing the Aviation Management Game engine to ensure that it is stable.

### 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.

## Future Plans

### Ancillary Revenue Coming

Aviation Management was planned to be that mobile airline simulator that is suitable for all aviators. Along the way, we have achieved so much with the current set of features. We have received many positive feedback about Aviation Management and the team at OurCodeLab are really encouraged to see a strong community.

Ancillary revenue will be the next step Aviation Management is taking. It will introduce a whole new era of Low Cost Carrier Business Model and Hybrid Business Model. We will also be.

### 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.

### Game Engine Enhancement

It has been a while since Aviation Management Game engine has been revamp. In order to for our game engine to keep up with out constantly evolving features, our game engine will need to be upgraded in order to process the large amount of data to support the features we have built.



## 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](mailto:hello@ourcodelab.com)