**Project Plan: Travel Planner App**

**Subject**

Develop a simple, user-friendly application to help users plan their trips by offering basic suggestions for places to visit

**Target Audience**

Travelers seeking quick and easy trip planning assistance.

**Content**

Users can search and view information about popular travel destinations.

Suggest hotels or other accommodations

**Planning timeline**

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| --- | --- |
| **Phase** | **Duration** |
| Initiation | 1 day |
| Design | 3 days |
| Development | 10 days |
| Testing | 2 days |
| Deployment | 1 day |

**Learning Outcomes**

**LO1: Interactive Media Products**

* Understand the process of creating a functional, user-friendly interactive media product.

**LO2: Development & Version Control**

* Gain practical experience in making an app.
* Implement version control using Git to manage changes.

**LO3: Iterative Design**

* Prototypes.
* Practice iterative design by user feedback and testing results to improve the product.

**LO4: Professional Standards**

* Seeking feedback constantly.
* Maintain clear documentation throughout the project.

**LO5: Personal Leadership**

* Enhance leadership skills by planning and managing the project timeline.
* Solve challenges.

**Risk Assessment:**

* Limited time for extensive features.