GLA UNIVERSITY

Department of Computer Science & Application
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TOPIC: MINI PROJECT SYNOPSIS ON TRAVEL BUDDY

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DECLARATION

We hereby declare that the work which is being presented in the online "**Travel Buddy",** in partial fulfilment of the requirements for **Travel Buddy** Project viva voce, is an authentic record of our own work carried by the team members under the supervision of our mentor.

Mr.Akash Kumar Chaudhary.

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ACKNOWLEDGEMENT

It gives us a great sense of pleasure to present the synopsis of the B.Tech Mini project undertaken during B.Tech III Year. This project is going to be an acknowledgement to the inspiration, drive and technical assistance will be contributed to it by many individuals. We owe special debt of gratitude to Mr.Akash Kumar Chaudhary, Technical Trainer, for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for his constant support and guidance to our work.

His sincerity, thoroughness and perseverance has been a constant source of inspiration for us. We believe that he will shower us with all his extensively experienced ideas and insightful comments at different stages of the project & also teach us about the latest industry-oriented technologies. We will also take this opportunity to acknowledge the contribution of all faculty members of the department for their kind guidance and co-operation.

INDEX

INTRODUCTION: -

Research has shown that interpersonal influence arising from opinion exchange between consumers is an important factor influencing audience's decisions. Word-of-mouth or advice from friends and relatives often ranks as the most influential source of pre-travel information (Crotts 1999). Though there is a body of literature suggesting Word-of-mouth can be manipulated by marketers (Smith and Vogt 1995), the bulk of the literature suggests that meeting and exceeding visitor expectations is the only viable means of inducing positive word-of-mouth.

The Internet has become a major source of information for travellers and a platform for tourism business transactions. Specifically, the tourism industry is today's leading application of the Internet in a business to consumer (B2C) context (Werthner and Ricci 2004). According to the Travel Industry Association of America, 67 percent of the online travellers in the United States search for information on destinations or check prices or schedules via the Internet; 41 percent of them book airline tickets, hotel rooms, or rental cars via the medium (TIA 2005). With the increasing amounts of travel related online information, tourists have enormous number of choices as to where they travel and what they do, and the Internet will continue to influence and shape the tourism industry more so than any other sector of the economy (TIA 2005).

About The Project :

Nowadays, many travelling or trekking groups have emerged to help travel enthusiasts explore various places at once. These groups consist of all kinds of travellers, including groups of friends, family, strangers and more. With the rise of such groups, we have decided to develop a project that will help travel enthusiasts get in touch with the different travelling groups.

It then helps users to finds the coolest spots and activities at their desired destination by reading personal yet authentic experience of each individual.

There is an itinerary amongst all of us and the idea is to create a crowd sourced platform of local expertise identified as travel buddies. These Travel buddies are people who are willing to show travellers stuff - the way it is supposed to be seen - the experienced way!

Once users complete a search for a hotel or an activity, they have the option to save their search to an itinerary within the app. This functionality is tied to each unique user's account and allows them to access it at any time. You can look this website as your personal local travel guide where you can have your own authentic travel reviews by travellers around the globe just in hand.

Primary Reason to Choose This Project

When it comes to traveling there are two types of people. The first group is the business group, which takes work related trips. The second is the leisure group, which takes vacations trips. Based on these groups we have found that Canada, United Kingdom, and Australia revealed that almost half of solo travelers from these countries planned to travel more often but are keener to know other travellers experience as well. Utilizing these numbers, we gathered and thought about a way to develop an application to ease their trip planning process. And so, Travel buddy was born.

Travel buddy will be designed with the user's convenience in mind. Many travelers solely think about where they want to go, but don't put as much importance on where they will travel or what amusing activities they're going to partake in once they arrive at their destination. This issue affects both groups of travelers when they're planning a trip. On average, it takes people around six to eight months to plan out their trips. We want to significantly reduce that time by facilitating and assisting the user to easily learn from other user experience and make their trip best out of ones.

In this blogging app user can create a memory for a lifetime and to cherish is forever. This website helps user to post their experience and to connect with other travellers around the globe.

The Main Objective of the Project

It can help individuals connect with other groups who are travelling to the places they want to travel. Travel buddy is designed to help users simplify their trip deciding process. Our website allows users to plan far in advance for a trip by searching for best places to visit across the globe.

When a traveller wants to meet a like-minded and experienced traveller travel buddy comes into the picture.

Target market:

Age group: 18 – 45

Economic Status: well off individual who can afford to spend the money when they travel. However not those who prefer not to believe on other's reviews

Niche crowd of college students, freshly employed young adults or even mid-life people looking or adventure.

You can create your own memory of diaries with some insane photos, videos and experience to cherish forever.

Scope Of the Project:

Travel Buddy, a service that will give you information about any city or country, we gather information from multiple websites, and figure out the best things to do, the best places to eat, the best events to go to and present it to you in a nice user interface.

Whenever you want to travel to the best place but you don't know who to ask for, we have made it a whole lot easier for you. Travel buddy is solely interested in bringing the world's most adventurous and curious youth together.

Travel Buddy aims to connect the new generation of like-minded travellers with one another to seek similar experiences and to form bonds & memories that will last forever.

Travel buddy is for targeting nomadic or small groups of travellers by providing them with a medium to connect to similar people to enhance their travel experience

Working Methodology Of the Project:

User needs to create his/her account by registering for being a part of travel buddy community. Registered user can create delete and update his/her blogs. User can post, like and comment as well. In other words user can create a diary for all of his travelling adventures and other similar like-minded and curious traveller can read and learn from their experience. User can also create his/her bucket list and can get suggestion as per his/her search

> It is user-friendly.
> The system is easy to maintain.
> The user can connect to other travel groups easily.

❖ Phase 1

- ✓ Project Idea
- ✓ Evaluation of Idea in technical Aspect
- ✓ Research of The Idea and Analysis
- ✓ Scope of the Project evaluated

❖ Phase 2

- ✓ Developing Responsive Web Pages in Front End
- ✓ Login
- ✓ Logout
- ✓ Introduction Page
- ✓ Signup

❖ Phase 3

- ✓ Blog Detail Page
- ✓ Backend Development
- ✓ Integration of Modules

Details About the Hardware and the Software

Supported operating System: Windows, Linux or macOS
Windows version: windows 8+
Software requirement:

- **Integrated Development Environment (IDE):** VS code or any other suitable IDE for react JS development
- Node JS
- **Node JS:** Latest stable version of Node JS and npm manager
- **Mongo DB:** Latest stable version of Mongo DB
- **Git:** The latest stable version of Git version control system
- **Web Browser:** Google chrome or any other modern version control

Hardware Requirements

- Processor: Intel core i5 or higher
- RAM: 8GB or higher
- Storage: 256 GB or higher
- An active internet Connection

In addition to above requirements user may require additional libraries, frameworks and tools depending on project's requirement and complexity.

Listing Out Tachnologies:

Frontend and Backend: -

Front end:

- HTML

- CSS

- React JS

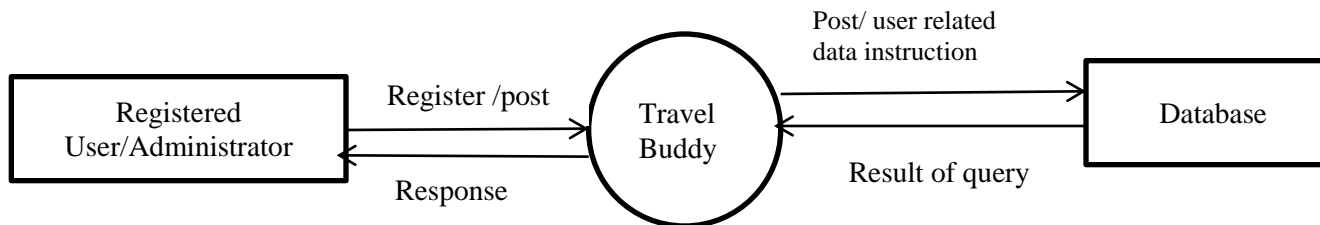- React Router

- Material UI Icons

Backend:

- NodeJS

- Mongo DB

- Express JS

Module Description:

Travel Buddy is a Web application that allows users to search, save and share travel experiences world-wide. The Web application is built using different languages and technologies like HTML, CSS, and JavaScript on the front-end, and Node.js and Mongo DB on the back-end. The user interface is designed to be responsive and accessible on a variety of devices, including desktops, laptops, tablets, and mobile devices. The front-end communicates with the back-end of the application using a RESTful API. This API allows the front-end to send requests to the back-end and receive responses in a standardized format. The back-end of the Travel Buddy project is responsible for handling incoming requests from the front-end, processing the requests, and retrieving data from the MongoDB database. It is built using Node.js and Mongo DB.

Data Flow Diagram:

Here is a high-level Data Flow Diagram (DFD) that illustrates how data flows through The Travel Buddy: In this DFD, there are three main components: the user, the web application, and the Mongo DB database. The user provides input to the web application, which processes the input and performs either a post a blog or accessing other's post. The web application queries the Mongo DB database for the relevant information, and the database returns the results to the application. The web application then displays the results to the user. The Data Flow Diagram (DFD) for the application provides a high-level overview of how data flows through the system.
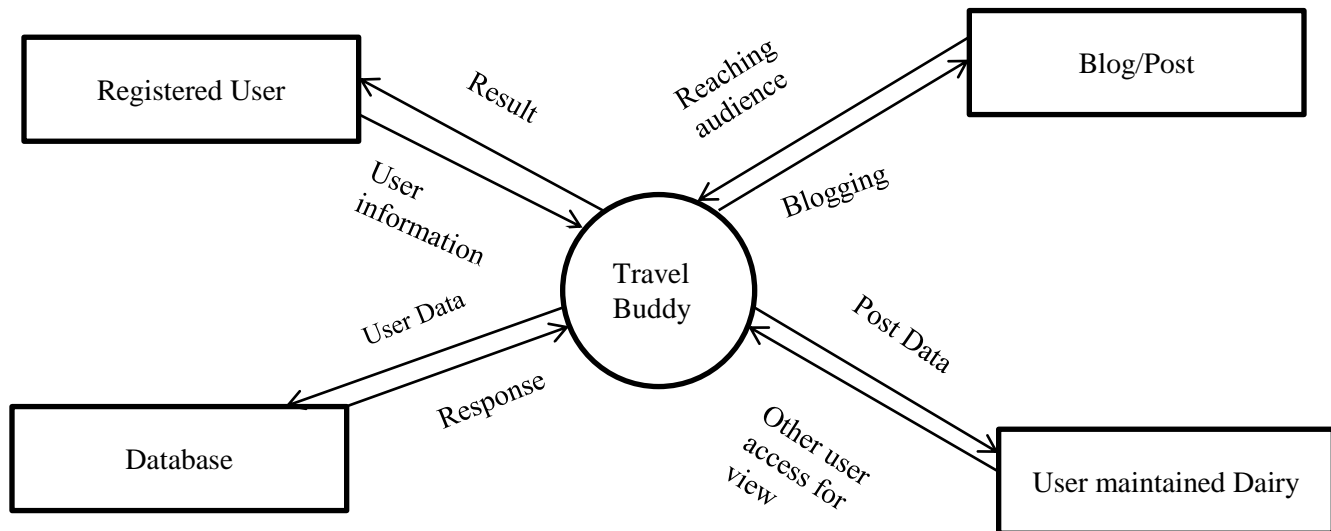

Level 0 DFD

Here is a breakdown of each component in the Level-0 DFD:

User: The user provides input to the web application, which is then processed by the front-end.

Web Application: The front-end of the application receives input from the user and sends requests to the back-end using a RESTful API.

Database: The back-end of the application queries the Mongo DB database for user data, user information, and other relevant data.

Level-1 DFD

Refrences:

https://www.unwto.org/tourism-data/
https://www.oecd.org/cfe/tourism/

Github Repository Link:

https://github.com/Abhishek-bhardwajj/travel_buddy