JOURNEY
JOURNALS

PROJECT REPORT

TA
W

AFONSO FERREIRA
CAROLINA RODRIGUES
MARTIM CAIADO
RODRIGO LEBRE

TABLE OF CONTENTS

INTRODUCTION

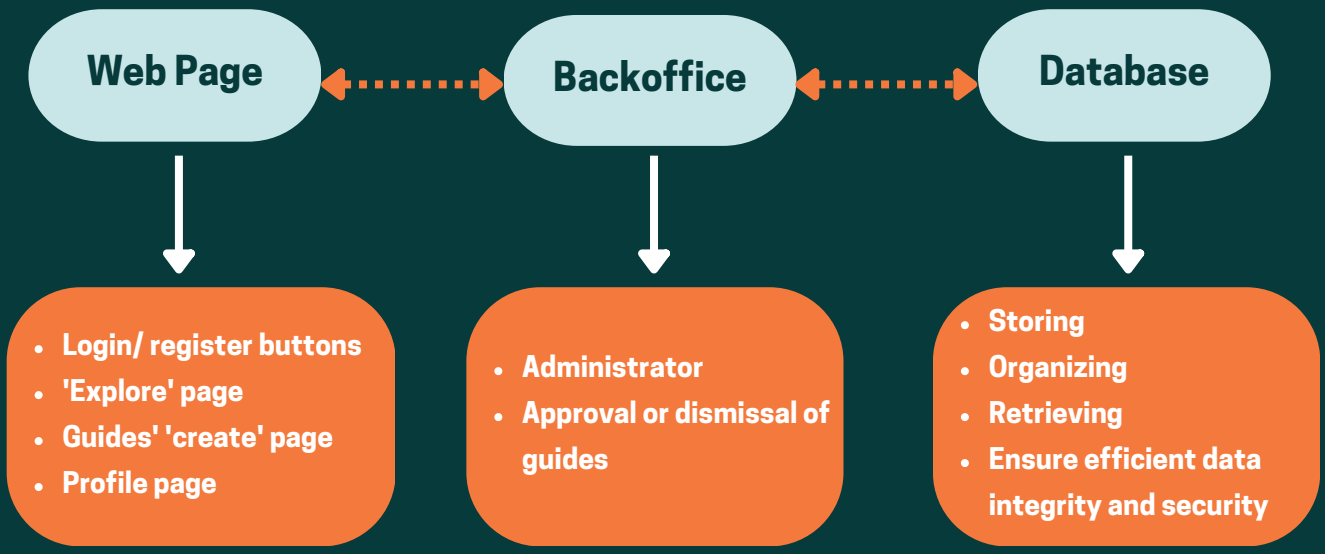
In this project we created a web application - JOURNEY JOURNALS - where the users can share touristic guides made by them, personal experiences abroad and give advice. Besides sharing they can also search and follow their favourites, as well as interact within the posts.

The goal of this project is to provide a platform where users can share their unique travel experiences, insider tips, and hidden gems with a global community of adventurers. By channelling the collective wisdom of travelers, our web application aims to enhance the way people plan and navigate their journeys.

The project also encompasses a database that is connected to the application in order to collect and store all of the data from the app, and it is also included a backoffice meant to aprove all the guides and manage reported content.

Overall, the database structure of our web application for user-generated touristic guides is designed to efficiently organize and manage the diverse range of data created by users.

PROJECT STRUCTURE & FUNCTIONALITIES



Funcionality	Description
User Registration/ Login	Users can register to create an account. They can log in using their credentials to access their profile and browse the app.
Profile	Users can manage their profiles, update personal information, view their uploaded guides and delete guides if needed.
Create	Users can create and upload their own touristic guides, choose titles, images and a map with the location.
Explore	Users can browse and view the uploaded guides, including details such as titles, images, points/ paths, and associated information.
Search	Users can search for specific users, writing the username of which user they want to see.
Like	Users can 'like' their favorite guides, and promote the overall popularity and rankings of the users.
Comment	Users can leave comments and reviews on the guides' posts, to interact with other users, share experiences, insights and feedback.
Backoffice	Admin can access a protected area for guide approval and manage comments content.

APP

- **Motivate travellers and boost turism** - promotion of diverse touristic destinations.
- **Authentic Content** - access to authentic insights.
- **Rating/ Review Component** - helps to create a personalized experience and upgrade the application.
- **Community Feeling** - mutual colaboration.
- **Continuous Improvement** - through user feedback, and developments.
- **Community Engagement** - allows users to connect, follow and exchange ideas.

DATABASE

USERS' REGISTRATION

On the connected database there is a second table that is meant to collect the information that the users type in as they are registering for the first time in our application (ID, usename, e-mail, and password).

GUIDE POSTS

On the connected database there is a table destined to collect the information regarding the publications of the guides. It will store the ID, the username, titles, locations, the descriptions, the approval and the name of the images.

LIKES

On the connected database there is a third table that will do the count of likes on a certain guide post, and by whom.

COMMENTS

On the connected database there is a fourth table destined to store the comments section of each guide post, and the respective user.

Images

Every image submitted by the users is stored on a respective paste. The profile images are stored in the profile_pics paste and the publication images are stored in the publication_images paste.

TECHNOLOGIES USED

- MySQL
- XAMPP
- HTML
- CSS
- Javascript
- PHP
- Visual Studio Code

GROUP DYNAMICS

During this project, our group dynamics were essential for the progress and success of the application. Our team prioritized the importance of effective communication, collaboration, and mutual support.

We created an environment where everyone's ideas and opinions were valued and encouraged, and so group meetings allowed us to brainstorm, discuss challenges, and make collective decisions.

Each team member brought different skills to the table, and we took advantage of these strengths to maximize productivity and efficiency.

We believe that we were able to create a positive and motivating working environment that resulted in a promising high-quality web application for touristic guides.

PROBLEMS MET

Throughout the time of the project we got face to face with some complications. Mostly about choosing different lines of thought in terms of code, given that there are many ways of achieving the same result.

Another difficulty we had to overcome was how to make the application as easy to use as possible, but we believe we ended up with a very intuitive app, where the users can easily browse and find what they are looking for.

Lastly, we had some technical problems concerning the page refresh that always moves the page up when the user executes any type of action.

CONCLUSION

For us personally, this was a very interesting project to develop because it concerns a topic that we are all interested in, that is the world of **travelling**.

We feel like the idea has a lot of real potential, so that is why we put a lot of effort into creating a web application that we, ourselves, would be eager to use.

It was a challenging project, without a doubt, yet through effective project management and a shared vision, the **JOURNEY JOURNALS** has the potential to make a significant impact and provide an enriching experience for users seeking **authentic** and **user-generated touristic guides**.