**CoLoci (Paying Guest)**

**Mobile Application**

**Batch Fall-2019**

  
  
  
  
  
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# **Abstract**

We need to venture out to different spots or urban communities. Whether it is for wellbeing or vacations. The most concerning issue when we travel to another spot is the convenience. We need to proceed to look the inns or hotel for better rooms and the comfort they give and furthermore the charges of that specific room. The first issue here is time utilization; it will set us back a ton of time in scanning the most ideal choice for us. The second issue here is each night charges of that room an inn offers, which is expensive. For all the previously mentioned issues, we present the "Co-loci-PayingGuest" Application. In this application, individuals having an extra room in their home and able to have a paying visitor can post an ad about their home (area of the house) and the room and what administrations they will offer the visitor and furthermore the per night charges of that room. The explorers can then pick the most ideal choice for themselves. Airbnb is an Application which offers comparable support yet it needs one element, it doesn't permit you to speak with different explorers nearby. Taking this into consideration, our one additional component is that when travelers, particularly vacationers, travel, they must visit and investigate the location. As a result, we will give explorers in a similar region the option of communicating with one another and planning a visit to interesting areas. We will create an Android application called "PayingGuest" that will cover the general issues discussed. To create the application, we will use Kotlin and the XML language.

# **1.0 Introduction**

# **2.0 Background and Problem Identification**

# **3.0 Proposed Work and its Methodology**

# **4. 0 Conclusion(s)**

# **5. 0 Project Management**

# **5.1 Work Flow Chart**

# **5.2 Project Break down**

|  |  |
| --- | --- |
| **Topics** | **Group Member** |

|  |  |
| --- | --- |
| Background and basic Research | Studied by all Group Members |
|  |  |

|  |  |
| --- | --- |
| **Study and Research of Protocols** | |
|  | Student 1                (Roll#) |
|  | Student 2                (Roll#) |
|  | Student 1                (Roll#) |
|  | Student 2                (Roll#) |

|  |  |
| --- | --- |
| Site Visits | This will be done by all the group members collectively. |

|  |  |
| --- | --- |
| **Design & Implementation** | |
|  | Student 1                (Roll#) |
|  | Student 2                (Roll#) |
|  | Student 3               (Roll#) |
|  | Student 1               (Roll#) |
|  | Student 2             (Roll#) |
|  | Student 3             (Roll#) |

# **5.3 Tools Required**

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* Technical guidelines (Research papers)
* MS VISIO for creating Flowcharts.

# **5.6 Project Feasibility:**

# **6.0 Reference(s)**