TRAVEL PLANNER SYSTEM

Course Code/Course Title: Object Oriented analysis and design

Group Number: 9

Project Topic: Travel planner system

Link to GitHub Repository: https://github.com/BFavour/travelplanner-:

Group Leader: Tah Bunikih Favour Yeuwohnyi

GROUP INFORMATION

MEMBER NAME	REGISTRATION	TEAM ROLE	PERCENTAGE
	NUMBER		PARTICIPATION
Tah Bunikih Favour	ICTU20233781	BACK END	25%
Yeuwohnyi			
Asobo Sally-Ann	ICTU20234251	DATABASE	19%
AMBE DANCORNI	ICTU20234175	FRONT END	18%
CHEBE			
MBAH MBAKU	ICTU20234120	FRONT END	19%
JERRY			
AMUNGWAT	ICTU20241122	DATABASE	19%
MARION JONES			

CHAPTER ONE: INTRODUCTION

1.1 General Introduction

The Travel Planner System is a web-based application that enables users to search for hotels within their budget, view them on a Google map, register and log into the system, and book cab services. The application leverages modern web technologies such as HTML, CSS, and PHP to deliver a seamless and user-friendly experience.

1.2 Aim and Objectives

- To allow users to search and filter hotels based on their budget.
- To implement a user registration and authentication system.
- To integrate Google Maps API for location visualization.
- To enable cab booking functionalities within the system.
- To ensure a responsive and accessible user interface using HTML and CSS.

1.3 Problem Statement

Planning travel, especially when budget and transportation are constraints, can be time-consuming and challenging. The absence of a unified platform to search hotels, view them geographically, and book cabs creates inconvenience. This project aims to resolve these issues by building an integrated and budget-conscious travel planning system.

CHAPTER TWO: LITERATURE REVIEW

2.1 Software Development Methodologies

Various methodologies exist in software development, such as Waterfall, Agile, Scrum, and DevOps. Each has its strengths and weaknesses depending on the project type and requirements. For web applications, Agile-based approaches are commonly preferred

We used agile because:

2.2 Comparison Between Different Methodologies

- Waterfall: Linear and sequential, suitable for well-defined requirements.
- Agile: Iterative, flexible, and encourages stakeholder feedback.
- Scrum: A subset of Agile with structured sprints and roles.
- DevOps: Focuses on collaboration between development and operations.

2.3 Reason for Choosing Scrum Methodology

- Adaptability: Scrum's short, iterative cycles (sprints) allow teams to quickly adjust to new information, changing priorities, and unforeseen challenges, preventing rigid adherence to outdated plans.
- **Fast Delivery Cycles:** By delivering potentially shippable product increments at the end of each short sprint, Scrum ensures frequent value delivery, enables earlier feedback, and accelerates time-to-market.
- Ability to Accommodate Changing User Requirements: Scrum thrives on change; the Product Backlog is continuously refined and reprioritized, ensuring the team always works on the most current and valuable features based on evolving user needs.
- **Promotes Collaboration:** Scrum fosters a highly collaborative environment through cross-functional teams, shared goals, and daily synchronization, encouraging mutual support and collective problem-solving.
- **Regular Communication Within the Team:** Built-in events like daily stand-ups, sprint reviews, and retrospectives, along with the iterative nature of work, ensure consistent and transparent communication, keeping everyone aligned and informed.

2.4 General Review of Related Concepts

Similar travel planning systems have integrated map APIs, booking engines, and user management systems. This project builds upon these concepts using modern PHP and frontend technologies.

CHAPTER THREE: METHODOLOGY AND MATERIALS

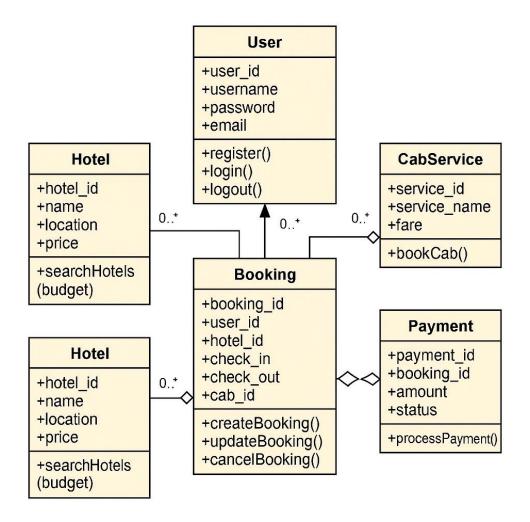
3.1 Research Methodology

The project adopted an exploratory and iterative approach using Scrum methodology.

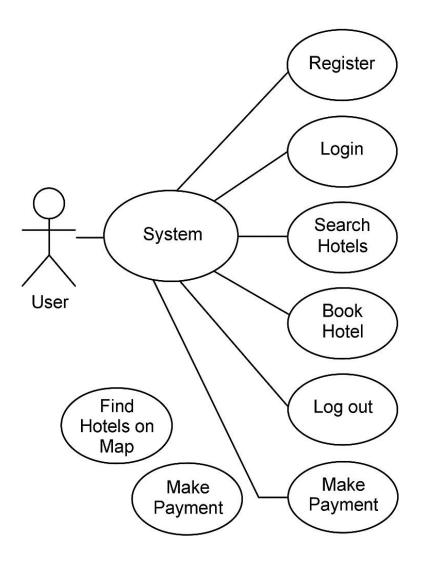
3.2 System Requirements

- Functional: Hotel search, user registration/login, Google Map integration, cab booking.
- Non-functional: Usability, performance, scalability, maintainability.

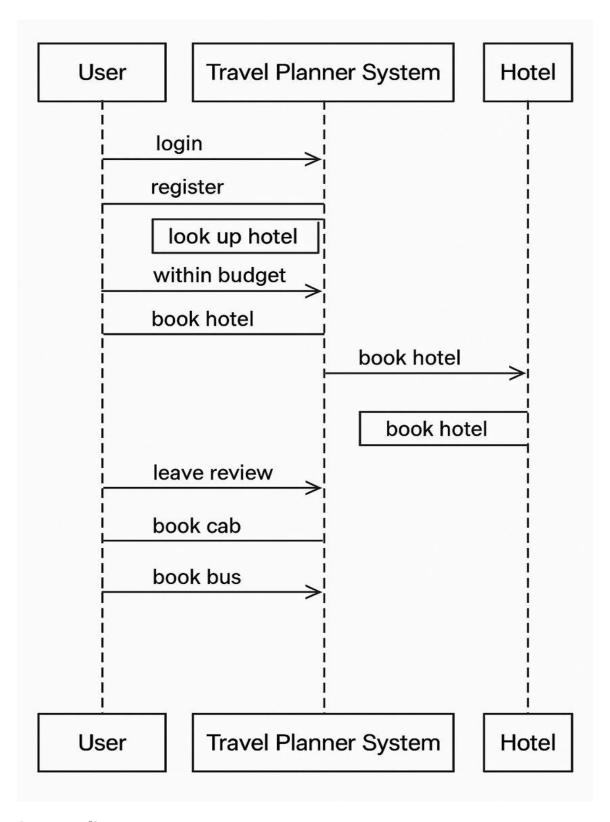
3.3 System Design



UML Class Diagram



Use Case Diagram:



Sequence diagram

3.4 Application of Scrum

- Team Organization: Divided into frontend, backend, and integration teams.
- Workflow Management: Weekly sprints with stand-up meetings.
- Conflict Resolution: Regular feedback and pair programming.
- Challenges and Solutions: Internet issues were solved by working offline and syncing later.

3.5 Scrum Artifacts

- Product Backlog: Hotel listing, Map API integration, Cab booking.
- Sprint Backlog: Each sprint focused on implementing and testing a module.

3.7 Proposed Algorithms

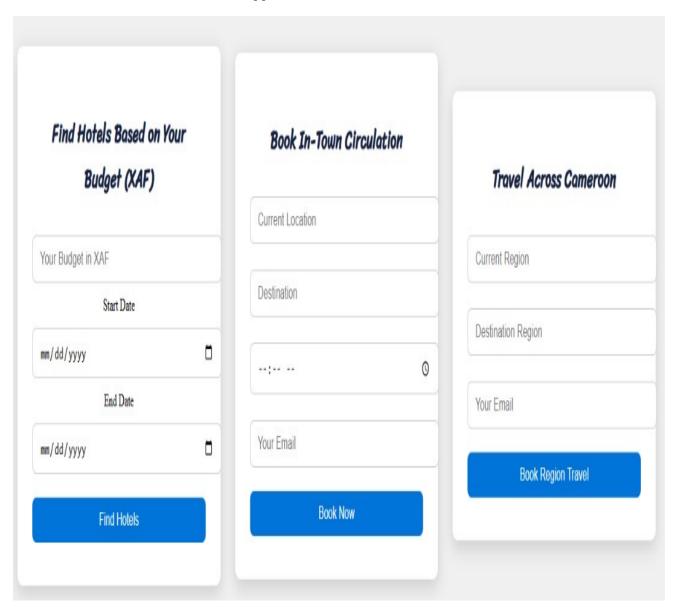
Simple filter algorithms were used to search hotels within budget.

3.8 Materials and Technologies Used

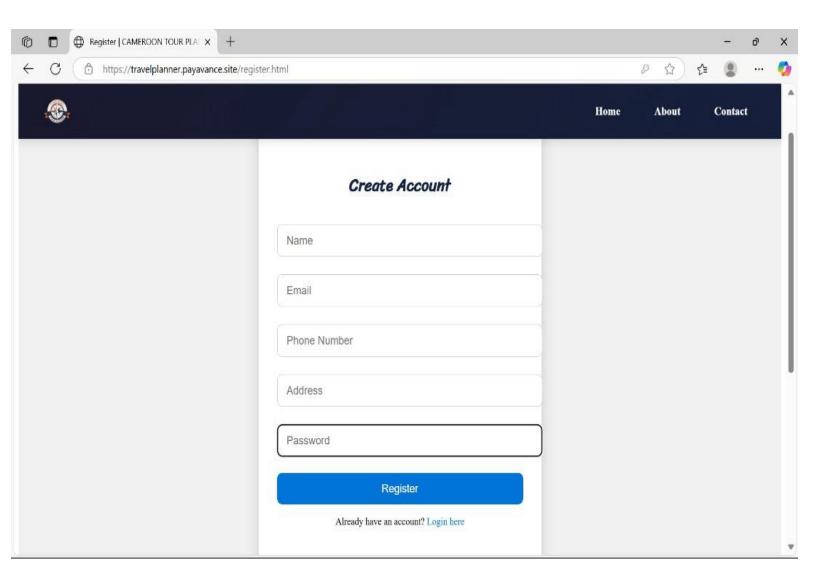
- HTML: Structure of web pages
- CSS: Styling and responsiveness
- PHP: Server-side logic and database connectivity
- Google Maps API: Location services and map visualization

CHAPTER FOUR: RESULTS AND DISCUSSIONS

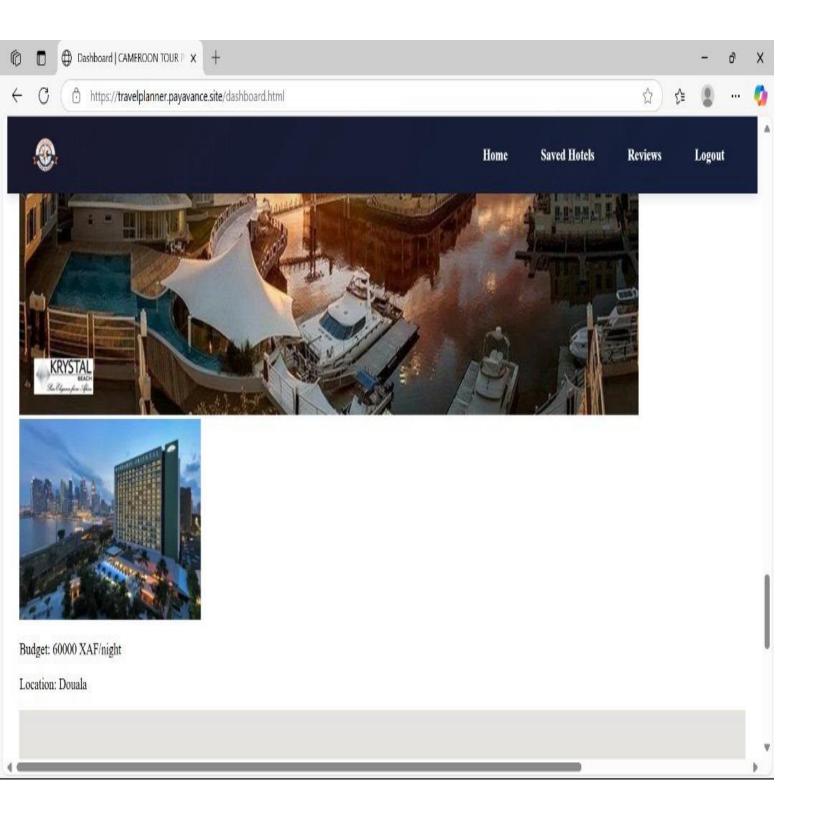
Below are the screenshots of various application scenarios:



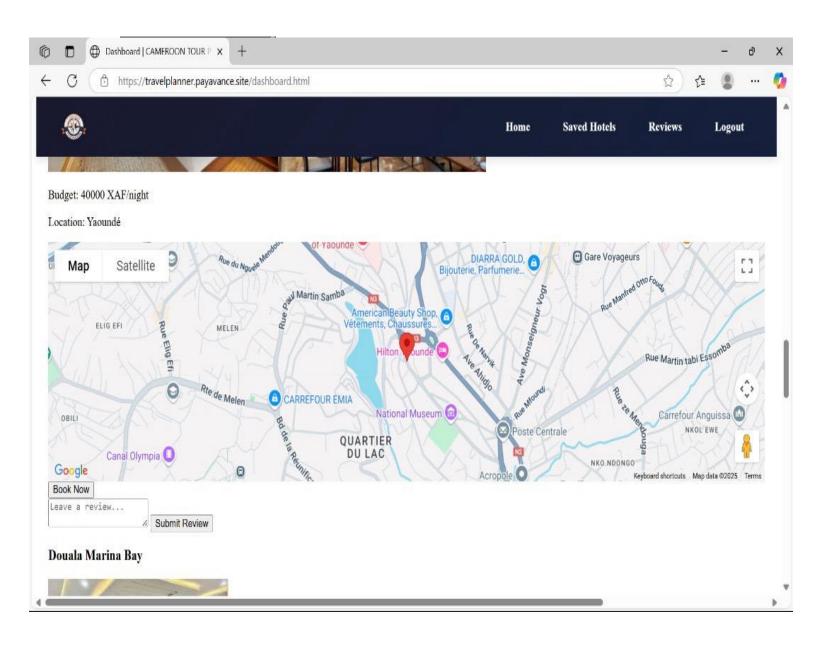
Screenshots: Registration Page



Screenshot for Hotel Search



Screenshots: Google Maps View



Request URL	https://maps.googleapis.com/
	maps/api/is?kev=AlzaSvCeXX

4jRDTdQliRUuposhRDaFF553

AOF8A

Request Method GET

Status Code _____ 200 OK (from memory cac

he)

Remote Address 142.251.36.42:443

Referrer Policy strict-origin-when-cross-origi

n

Alt-Svc h3=":443";

ma=2592000,h3-

29=":443";

ma=2592000

Cache-Control public, max-age=1800,

stale-while-

revalidate=12600

Content-Encoding gzip

Content-Length 87677

Content-Type text/javascript;

charset=UTF-8

Cross-Origin-Resource-Policy cross-origin

Date Wed, 25 Jun 2025

09:35:46 GMT

Etag 66c5c9b2

Server scaffolding on

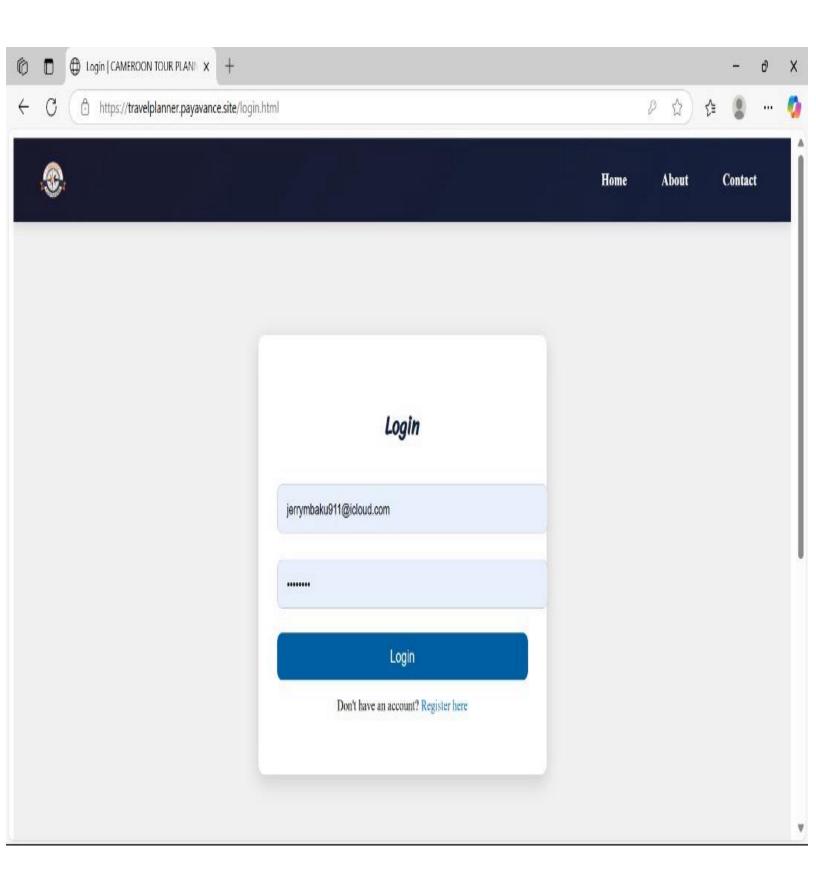
HTTPServer2

Timing-Allow-Origin *

Screenshots to leave a review



Screenshots for login page



CHAPTER FIVE: RECOMMENDATIONS AND CONCLUSION

In conclusion, our team successfully developed a travel planner system capable of handling hotel searches within budget, user authentication, map integrations, and cab bookings. We encountered challenges such as synchronizing tasks and map integration, but overcame them using collaborative effort and testing. Future recommendations include adding payment gateway integrations, user review features, and AI-based suggestions for travel itineraries.