

Pokhara University Affiliate



## **LA GRANDEE INTERNATIONAL COLLEGE**

**Simalchaur, Pokhara, Nepal**

### **A Project Proposal**

on

**“TripMate”**

**Submitted to**

Bachelor of Computer Application (BCA) Department

LA GRANDEE International College

In partial fulfillment of the requirements for the degree of Bachelor of Computer  
Application under Pokhara University

**Submitted by**

Name: Yubaraj Pandey

PU Registration Number: 2021-1-53-0373

Bachelor of Computer Application

8<sup>th</sup> Semester

Date: 25<sup>th</sup> September, 2025

## **Table of Contents**

List of Tables .....	iii
List of Figures .....	iv
1. Introduction .....	1
2. Background Study .....	2
3. Problem Statement.....	3
4. Objectives .....	4
5. Methodology.....	5
How It Works.....	5
Key Advantages .....	5
6. Project Gantt Chart .....	6
7. Deliverables .....	7
8. References .....	8

## **List of Tables**

Table 6. 1: Project Gantt Chart .....	6
---------------------------------------	---

## **List of Figures**

Figure: 5. 1: Rapid Application Development.....	5
--	---

## 1. Introduction

**Tripmate** is a specialized, purpose-driven trip planning platform designed to facilitate meaningful reunions and restorative getaways. Guided by its powerful motto, **“Reunite. Relive. Rediscover.”**, Tripmate moves beyond simple logistics to serve as a motivation for human connection. Its primary mission is to help people, especially childhood friends, reconnect with each other, relive cherished memories, and rediscover themselves by taking a much-needed break from the chaos of modern life.

The current market is filled with large, complex travel websites. While feature-rich, these platforms often overwhelm users with too many options, slow loading times, and a confusing interface. For someone looking to plan a simple, heartfelt reunion or a peaceful retreat, this complexity becomes a barrier. The process of planning, which should be exciting, turns into a stressful task of navigating endless menus and filters. This digital noise detracts from the ultimate goal to easily organize a trip that heals and re-energizes.

Inspired by the personal experience of finding peace and energy through trekking, Tripmate will be built on a foundation of intentional simplicity. Instead of trying to be everything for everyone, it will focus on doing one thing exceptionally well: planning trips that encourage connection and well-being.

## 2. Background Study

Traveling has become an important part of modern life, whether for relaxation, education, work, or exploration. However, planning a trip in Nepal is still a complicated and time-consuming process for many people. Most travelers struggle to collect accurate information about destinations, transportation options, costs, routes, nearby attractions, and accommodations. Instead of having a single reliable source, users often depend on scattered social media posts, personal suggestions, or outdated websites. This makes trip planning confusing, inefficient, and stressful.

Even though Nepal has several travel-related platforms, many of them provide only basic information and do not support complete trip planning. Common problems include incomplete destination details, lack of real-time updates, limited route guidance, no personalized trip suggestions, and no tools for creating itineraries. Many existing platforms are difficult to use, not updated regularly, or do not meet the needs of modern travelers who prefer quick, reliable, and well-organized information.

Through market observation, it was found that travelers in Nepal need a system that can bring all travel-related information into one place. They want a platform where they can explore destinations, estimate budgets, check nearby attractions, plan schedules, and manage their entire trip easily. However, this type of integrated and user-friendly system is still missing in the Nepali context.

To address these challenges, **TripMate** is proposed as a complete travel planning solution. TripMate aims to simplify the entire travel experience by providing organized, up-to-date, and easy-to-understand information. The system will include features such as destination details, route suggestions, travel tips, customizable itineraries, and helpful recommendations. By offering a simple and interactive interface, TripMate will allow users to plan their trips quickly and confidently, without needing multiple sources.

TripMate is designed to save time, reduce confusion, and make travel planning more enjoyable. With reliable information and smart planning tools, the platform will support students, families, solo travelers, and groups in organizing their trips efficiently. The ultimate purpose of TripMate is to create a trustworthy and complete travel assistant that improves the overall travel planning experience in Nepal.

.

### **3. Problem Statement**

While going on a trip there must be a proper plan that helps to complete the trip safely and avoid any casualties faced during the trip. The problems in current applications are given below:

- No itinerary planning in the system.
- Weather forecast is not available in the same system.

## **4. Objectives**

- To develop a mobile-based system which will help the users to prepare an itinerary for trips.
- To help the users to set and track budgets for their trips.

## 5. Methodology

The Rapid Prototyping model is a software development approach that focuses on quickly building a working model, or **prototype**, of a system to gather early user feedback.

### How It Works

Instead of spending a lot of time on detailed upfront planning, we create a simplified, functional version of the product. This prototype demonstrates the core features and user interface. Users can then interact with this model and provide immediate feedback.

The process is **iterative**:

1. **Build** a quick prototype.
2. **Review** it with the user.
3. **Refine** the prototype based on their feedback.
4. **Repeat** the cycle until the prototype meets the user's need.

### Key Advantages

The main benefit is that it helps clarify unclear requirements and reduces the risk of building the wrong product. By involving the user from the start, you ensure the final system is much closer to what they actually want and need. It's particularly useful for projects where the user interface and user experience are critical components.

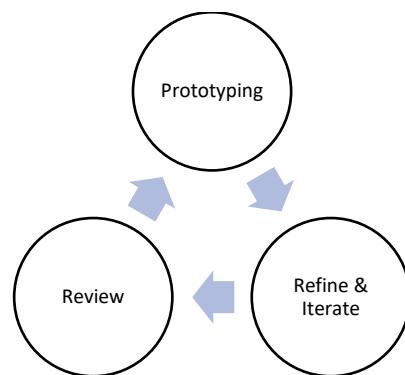


Figure: 5. 1: Rapid Application Development

## 6. Project Gantt Chart

Task	Start Date	End Date	Duration
Project Planning	8 <sup>th</sup> September, 2025	15 <sup>th</sup> September, 2025	1 week
Development	16 <sup>th</sup> September, 2025	1 <sup>st</sup> January, 2026	15.2 weeks
Testing and Debugging	5 <sup>th</sup> October, 2025	1 <sup>st</sup> January, 2026	12.4 weeks
Deployment	2 <sup>nd</sup> January, 2026	8 <sup>th</sup> January, 2026	1 week
Documentation	8 <sup>th</sup> September, 2025	10 <sup>th</sup> January, 2026	17.5 weeks

Table 6. 1: Project Gantt Chart

## **7. Deliverables**

**A fully functional mobile application:** The application will be seamless and have minimal feature, this helps the user to plan the trip within minutes.

**A comprehensive project report:** A project report is hard binded and given to the college, university and a copy is kept by the student itself.

**A user manual for the application:** The new users can see the user manual and know how to operate the system.

## **8. References**

- Nepal Tourism Board. (2023). *Tourism statistics and destination information*.  
<https://www.welcomenepal.com>
- Ministry of Culture, Tourism & Civil Aviation. (2022). *Tourism policy of Nepal*.  
Government of Nepal.
- Sharma, P., & Chaulagain, S. (2020). Digital transformation in Nepal's tourism industry. *Nepal Journal of Tourism Research*, 15(2), 22–35.
- Trip Planning Guide Nepal. (2023). *Domestic travel trends and traveler needs*. Nepal Travel Insights Publication.