



Travel2Go by Billy, David, Rui and Mandip



When travelling it isn't always easy to find the most exciting tourist attractions, and hire car info for the place you are travelling to. That's where Travel2Go comes in.



Travel2Go is a single page application that allows a user to enter a destination and view a variety of tourist categories as well as hire car options. When a specific category is selected, a list of subcategories appear, from which the user can select what they would like to do.

Beginning:

In our first meeting we bounced a number of ideas including those related to cars, schools, doctor surgeries, F1 grand prix and many more. It was quite apparent that we all had a passion for travel, and who doesn't!

In the end we all agreed to look for appropriate API's which would serve our needs and were compliant with the requirements of the project.

Once those API' were discovered, we started our journey by creating the Wireframe and the MVP.



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Wireframe and MVP:

We all collaborated on creating the wireframe to ensure that we were all happy with how the final product will look. Once the design was locked in, we moved to creating the MVP.

For the MVP, we created the necessary React and Node.js files and imported the relevant packages. Then we pulled in both API's and created the necessary code to test the end to end functionality.

After a few tweaks, MVP was ready and this together with the wireframe were locked in.



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Actions taken:

At this stage, we split the workload appropriately and had zoom calls every day (including weekends) to stay on top of the project.

As individuals, we took away our actions and worked on creating the solutions and asked for help from each other and the tutoring team, as and when required.

For completely new functionalities i.e. Tailwind, AOS and ISOTOPE we researched online to get a good understanding of the technologies and how we can utilise the functionality.

Then we all agreed on the final design as a team and tidied up the UI.



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Technologies used:

- React
- Node Js
- JavaScript
- Google Places API - used to fetch the tourist attraction info
- Priceline API - used to fetch the hire car info
- Tailwind - for the styling
- AOS - for animation on scroll
- ISOTOPE library - filtering
- Bootstrap
- Box Icons





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Strengths and Challenges:

As individuals we brought into the project our strengths, both from the learning from this course and from previous experience, and we were open and honest with each other about these. This allowed us to match the strengths to the challenges within the project.

We faced a few challenges, especially in getting the Google places API to work. However we worked through these as a team, and kept referring back to the end goal in order to re-calibrate and move forward.



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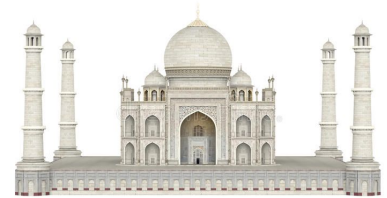
Next steps:

In the future, we would like to add in the functionality which would allow the user to book the flight within the app.

Making the UI more interactive and think about additional functionality that could be brought in.

Add the functionality to be able to search for multiple attractions side by side.

Ability to filter for different age and circumstances groups.





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Summary:

Despite the short timeline for this project, we completed the project to our wireframe, with some exciting new functionality.

We learnt a lot about React, Tailwind, AOS and ISOTOPE in the process (there is plenty more to learn - especially when it comes to GitHub!).

We worked together, as a team, in a fully remote environment!

Some interesting travel facts:

- Italy has a free, public wine fountain.
- 60% of the lakes on earth are located in Canada.
- 600 people work at the Eiffel Tower daily.
- Jet lag feels worse if you travel from west to east.



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ANY
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