## Project Name

Atlas Itinerary

## Team Member Names

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## Abstract

This project proposes a personal travel itinerary planner that helps people design detailed, time-slotted trips without the pressure of booking. After a user creates an account, they can build multiple trip plans, each focusing on a chosen destination. Within a trip, the user can select their preferred lodging, restaurants, activities, and attractions, then schedule them into specific days and times to create a daily flow on their trip.

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Do not simply copy the abstract from your proposal. This should be a refined

abstract with a clearer vision.

4.

Tools & Technologies

## Initial Set of Technologies

* Platform: Web. Atlas Itinerary is a web based program. Most of our group have knowledge on web based program functionality and so by choosing to make one we are more prepared for the task.
* Browser: Firefox. Firefox is the search engine we will be making our web based program on. Our group has a larger familiarity with programming web applications on Firefox.
* Operating System: Windows. All of our members have Windows operating systems by default. Instead of trying to learn how to make the application on apple through a vm we have elected to use Windows.
* IDE: IntelliJ. IntelliJ is the IDE our group feels most comfortable programming from. So instead of stretching to learn another IDE we elected to use this one. Preferred IDE for developing in Java.
* Languages: Java. For developing backend services for our Web application.
* HTML, CSS, JavaScript. Necessary for designing web pages and understanding how users will interact with the project..
* Server Software: TBD
* Communication Software: Discord. Allows for communication outside of class. Non-professional contact method to encourage bonding and familiarity among members.
* AI: not to use for coding, but to ask basic questions.

## Requirements list

1. Sign-in Form
   1. Upon accessing the domain, users will be greeted with a login screen
   2. Two boxes, one for username, one for password
   3. Login button and signup button
   4. If login is not recognized, a message appears below the username and password box letting users know it is not recognized.
   5. Need help option for recovering the user name and/or password
      1. Two recovery options will be provided: one for retrieving the username and another to reset the password
   6. In itinerary modification mode, button to save the itinerary to the account.
   7. Option to sign in using a Google account
2. Sign-Up Form
   1. The signup page offers two boxes, one for username and one for password.
   2. If the username is already in use, below username box, the user will be told the username already exists
   3. Passwords will be required to be between 8 and 16 characters with at least one uppercase letter, lowercase letter, special character, and number.
3. Home Page will be rendered once a user logs in
   1. About Section
4. Navigation Bar
   1. Create Itineraries
      1. Once clicked, the user will be presented a page where they can create itineraries
      2. There will be a label for their Travel Destination
      3. There will be an input box for their Travel Destination
      4. The application will be able to detect the user’s current location and generate suggestions for their Travel Destination
         1. Once the destination searched for is found, the user will be presented a sidebar with several categories
            1. Lodging is the Default category selected
            2. Dining
            3. Attractions
            4. Once a category is selected, locations of the category will be displayed as a list of cards

Cards will consist of an image of the location and the name of the location.

* 1. View Itineraries
  2. Account
     1. Once clicked, the user will be presented an account settings page

## Feature List

* User Accounts: users can sign up, log in, and save their trip itineraries.
* Trip Management: users can create multiple trips. Can also edit, delete, save, and view their trips.
* Lodging Selection: users can add hotels to a trip and assign the number of nights.
* Dining options: users can add restaurants and pick the specific meal of the day (breakfast, lunch, dinner).
* Attractions and Activities: users can add events, attractions, and activities, and choose the time frame for each.
* Daily Timeline View: trips are displayed in a day-by-day schedule showing the hotels, meals, and activities the user has chosen.
* Mobile Access: The system will be accessible on mobile, so users can use all the features on the go.

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These are the requirements that you expect to finish by the end of the semester.

It is better to be too detailed rather than not detailed enough. Every team

member should have a clear understanding of what will be built. This section is

an agreement among the team members and the instructor on what must be

accomplished this semester.

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Create an

\*\*extremely\*\*

detailed list of requirements for every component and

feature of the system.

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Group related requirements

Use nesting or headings.

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Every requirement should have a unique numerical-type identifier.

Each item should be a short, specific sentence that explains exactly one

requirement.

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Do not assume anything about the system; write down all requirements.

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In general, how the GUI looks is not a requirement unless the system requires

the feature to work.

Not necessary: The OK button will be on the bottom right.

Necessary: Every dialog box displaying an informational message will

have an OK button that closes the dialog when clicked.

6.

Updated Timeline

## Timeline

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Provide a weekly timeline that outlines the work that will be accomplished each

week on the project from now to the final presentation.

## BrainStorming Ideas

* Creating user account
* Account Management
  + Deleting user accounts
  + Making updates to account
    - Ex: Changing password
* Sign-In Forms
* Sign-Up Forms
* Sign-Out Option
* Searching for Travel Destination
* Location Hub (Choosing categories and looking up locations around Travel Destination)
  + Lodging
  + Dining
  + Attractions
* Receiving Data on Locations from API’s
* Itinerary Builder
  + Expandable list of locations on a timeline
* Saving Itineraries
* Deleting Itineraries
* Editing Saved Itineraries
* How user information is stored on Database
* How Client communicates with Server

Proposal Recommendations

* Remove Java, use [Node.js](http://node.js)
  + [Node.js](http://node.js) is in JavaScript
    - Rather than getting the project working with Java and JavaScript, you can just use one language
    - Also allows you to use frameworks to get your stuff up and running
* Use React / other frameworks to get Html/CSS working much more quickly
* Spring might be too much for this project
  + Look back at what spring is giving you
* PHP / Node for the server
  + You will find more resources for it
* Other things beside intelliJ
  + VSCode for Web Development
* Why Can’t you use Firebase?
  + If you need logic on the server-side (Code making decisions)
  + The Free side does not require credit card, but does not give you server-side code
  + Spring, PHP, Node will not work on Firebase
* Vercel
  + Not doing Spring with this
  + React / Vue
  + Can do some things for free
* Supabase
  + Database of some sort
  + Don’t know if you can run server-side code
* Do not make your own login service
  + Google has authentication API’s
    - Will do 90% of the work
  + Just pick one (Google, Facebook, etc.)
* Vercel for Server, Supabase for database