Atlas Itinerary Project Design

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# Project Parts

## Design Description

### The Front End

Sign-up : When the user reaches the Atlas Itinerary website, they are greeted with the sign-up form. The sign-up will have a few options available to the users for them to use. The first option the sigh-up page offers is a text box for users to enter the username they want to use. In the second text box, the users will be prompted to enter in an email that the users will be The third text box offers a place for users to try and create a password that they would like to be attached to their username.

Home Page: Once users have finished signing up or signing in, they are greeted with the website’s Home Page. The Home Page’s main focus is the “About section”. This section will explain to users the ins and outs of the website. The background of the group behind it will be included in the About Section, as well as details on how to navigate the site. Details like the options in the navigation bar, what each of those options does, and how to navigate those sections. The Navigation Bar has two main purposes: to allow users to either start creating an itinerary or to allow users to view old itineraries.

Create Itineraries: If the user chooses to select Create Itineraries, they will be presented with a page where they can create itineraries. There will be a label for their Travel Destination, where, once their destination has been selected, the label will display the name of their destination in a more official design. The text box for their destination will be blank, allowing users to input their destination’s name. If the user does not enter a destination, the application will be able to detect the user’s current location and generate suggestions for their Travel Destination.

The Destinations: Once the destination searched for is found, the user will be presented with a sidebar containing several categories. The default category selected will be lodging. Lodging will allow users to select locations where they can stay for the day, nap in the evening, or sleep for the night. Most users will probably select one location for all three of these things to happen. The second category will be dining. Dining will allow users to select a location to get food at. For breakfast, should the lodging provide it, the user will be able to select the lodging as the dining for breakfast. The final category provided will be the attractions category, where users can search through the places that the area has that are frequented during visits.

Lodging: The lodging category will contain subcategories that the users can choose from. The most commonly picked lodging will no doubt be hotels. Hotels offer the basics a traveler might need, things like a shower, a bed, maybe a fridge, a closet for clothes, and maybe even a TV. The next option will be a Bed and Breakfast. These are typically small, privately-owned lodgings in a personalized setting. They are very home-like. Finally, users may choose from specialty lodgings like ecolodges, hostels, or even mountain huts if the area contains such.

Attractions: When selecting attractions, there are many subcategories to choose from.

Dining:café, sit down , drive through

## Revised requirements

## Block diagram

## User Interface Storyboard

## Message documentation

## Storage documentation

## Misc documentation