



Senior Project, 2018, Spring Nihon-GO 1.0

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Problem

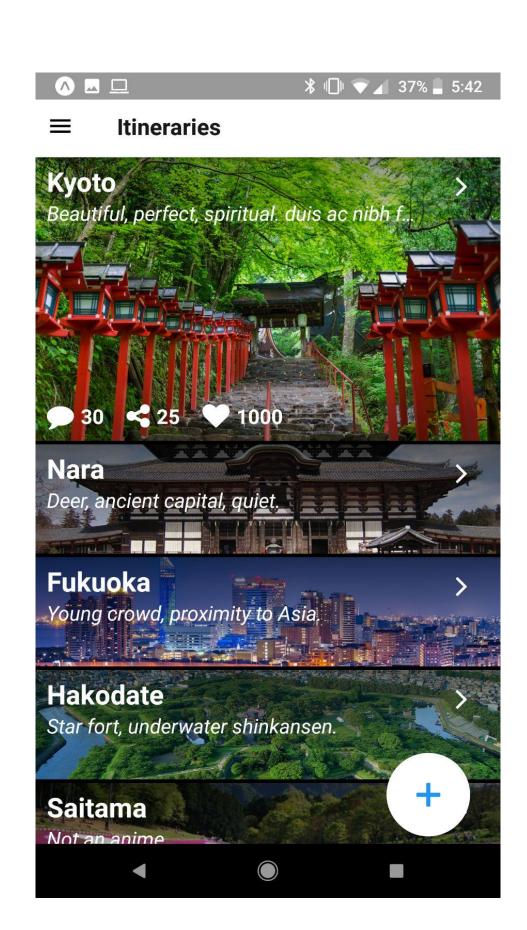
- Japan is a country that struggles with cultural and language barriers.
- It is difficult for foreigners to have authentic experiences in Japan.
- Lack of accessibility of information for foreigners to visit lesser known areas pushes tourists to visit popular locations instead.

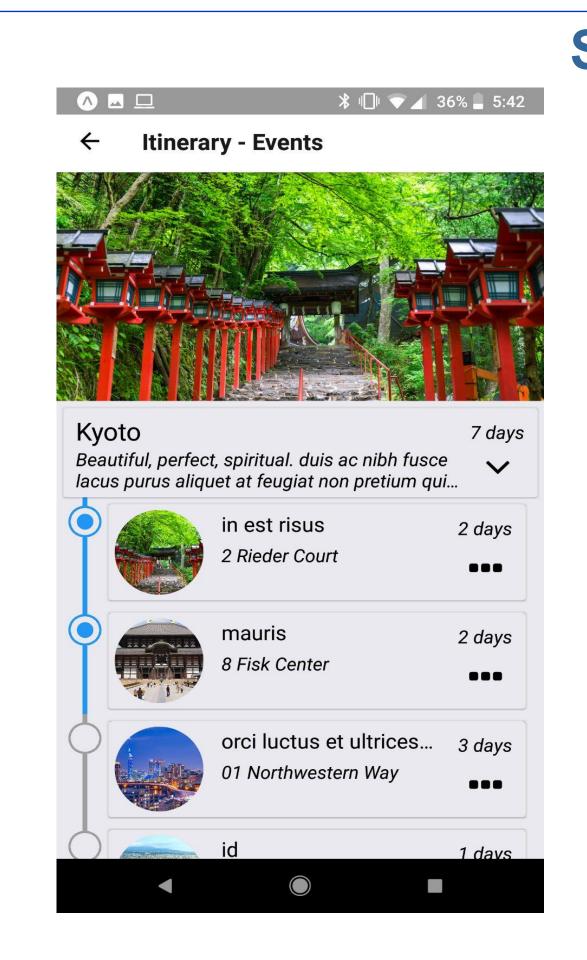
Solution

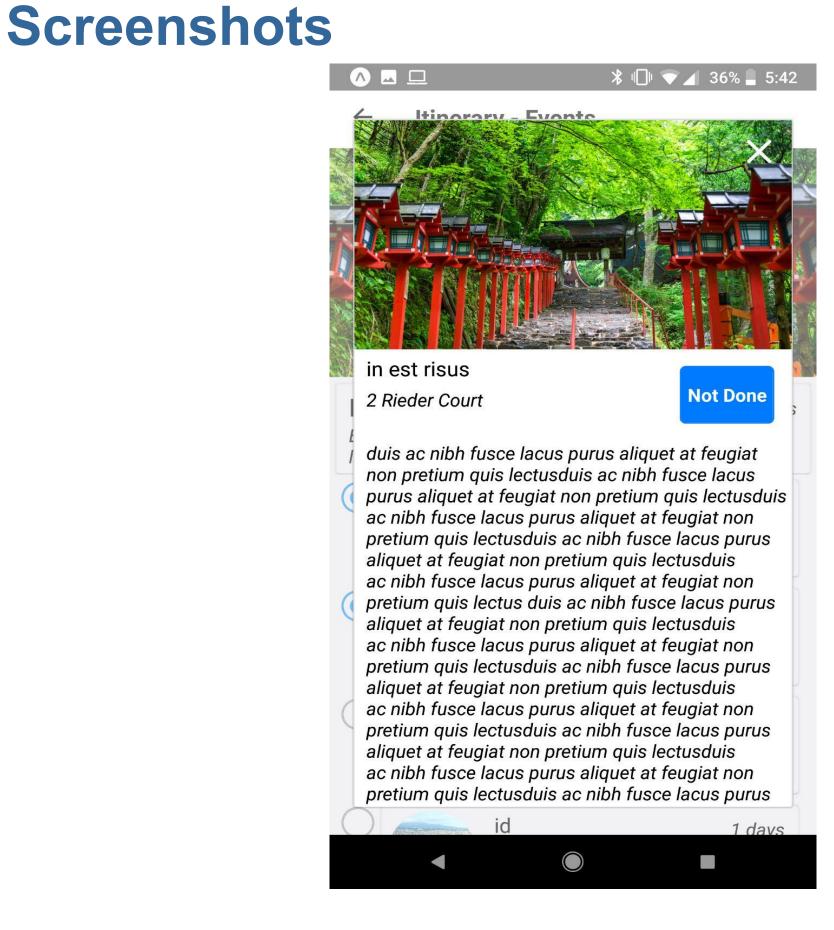
- A social platform to share unique experiences in Japan.
- Experiences are shared through user-created itineraries.
- Itineraries allow tourists to explore locations "off the beaten path".
- Provides convenient access to features such as travel guides.

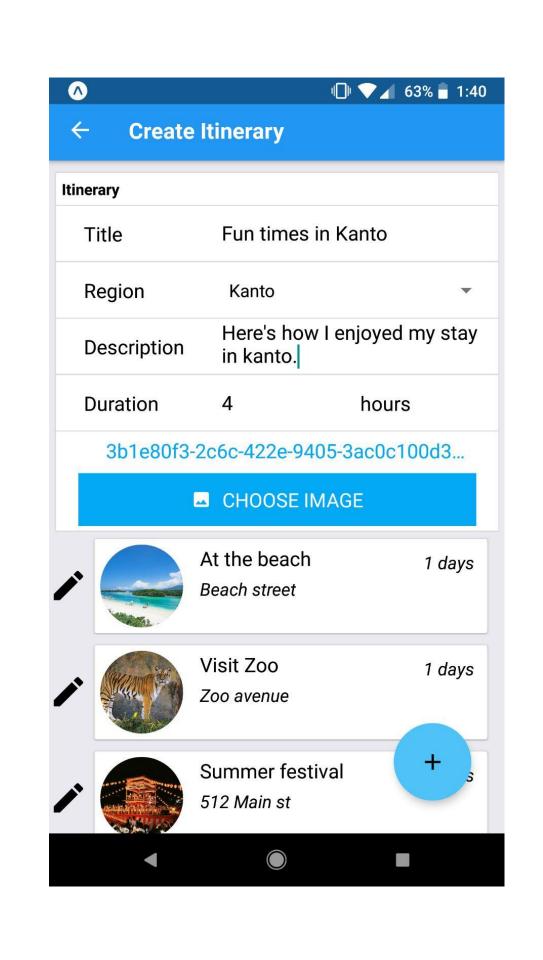
Current System

- An iOS and Android mobile application
- Provides travel support and information for tourists in Japan including itineraries and travel guides.
- Ability to create, share, and favorite itineraries.









Requirements

- Itineraries should have at a minimum one event.
- Events should have a title, address, description, image, and duration.
- All users can view all itineraries.
- The owner of an itinerary should be the only person to edit it.
- All users should be able to comment on, share, and favorite itineraries.
- Anyone can create itineraries.

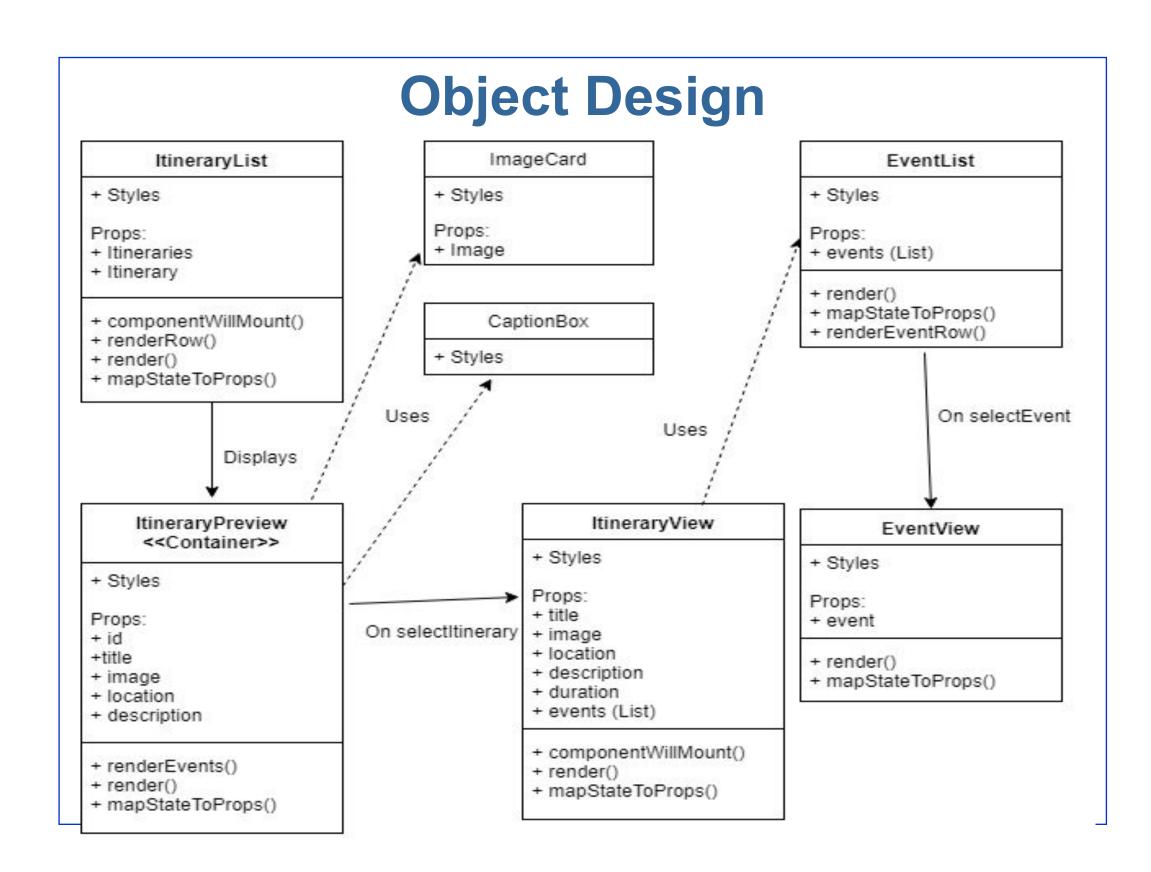
System Design <<Device>> Mobile Device (iOS or Android) <<Service>> Nihon-GO App (React Native Application) Firebase Authentication React-Native-Router-Flux <<Service>> Firebase Database React Native Redux <<Service>> Firebase Storage Components

Implementation

- Application is written in React Native using JavaScript and ES6
- Utilizes Expo to compile application for both Android and iOS
- Utilizes Google Firebase for storage, authentication, and database
- Google API for location services

Verification

- Manual system testing on both Android and iOS devices and Xcode and Android Studio emulators to test a larger range of devices.
- Mockaroo JSON generator used to manually test loading speeds of large itinerary and event lists.



Summary

- A social platform to share unique experiences in Japan.
- Solves given problem by allowing users to view, create, and share experiences through itineraries.
- Itineraries make lesser known places more accessible.
- Itineraries displayed are sorted by favorites.
- Users can start an itinerary and track their progress.