Mobile app for planning, booking, managing trips and reservations.

Hodophile

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# Target Audience

“Fill your life with experiences, not things.

Have stories to tell, not stuff to show.”

The target audience of the application are not just hodophiles(Someone who loves to travel) but all travelers.

# Introduction

Hodophile is a mobile application that helps users plan, book, and manage their trips.

It includes features such as flight and hotel recommendations, itinerary planning, destination recommendations, and travel guides. Users can also access their booking information and reservations, as well as receive real-time location, updates and alerts related to their trips.

The application will be connected to Google Maps, Google Translate and UPI.

The existing competitors have limited features and less personalized UX.

## Project Scope

The proposed Mobile App is implemented to make user’s travel experience hassle-free, whether traveling solo, with family, or in a group. The app will help users plan their trip by suggesting accommodations, tourist attractions, restaurants and keep a tab of the bills, provide translation, navigation and real-time currency conversion rates.

When the user selects a vacation spot, the app will be re-directed to travel blogs such as tripadvisor.com. The blog will provide information about accommodations, tourist attractions and restaurants.

Once the itinerary is finalized, all the users of the group will get navigation instruction and live locations of all group members via Google Maps. This feature is useful if the group are travelling in different vehicles. The app will also facilitate group chats and calls. Moreover, the app can connect with Google and translate signboards, menu cards and also translate speech to a language understood by the user.

Another useful feature is the tab of bills. This will keep track of all expenses and the payer. Then the users can settle the bills once the trip is completed.

## Methodology and Tools used for Feasibility Study

The feasibility study was conducted using personal experiences of hodophiles, who love to travel.

* In the brainstorming session, the team identified the problems faced by the travelers, thus coming up with solutions and ideas. This sowed the seeds for the application and its various features.

* Surveys were conducted online to understand the market and identify the challenges. It helped the team to understand the hinderances in monetizing.
* Opinion of industry experts was sought to identify any potential risks and constraints, such as competition, regulatory compliance, and data privacy concerns.

## Legal Feasibility

From a legal perspective, the use of tracking apps is generally considered to be legal, provided that proper consent is obtained from the user. This typically involves informing the user of the app's tracking functionality and obtaining their explicit consent to use the app's location tracking features.

However, it is important to note that laws and regulations regarding tracking apps can vary depending on the jurisdiction and the specific use case. For example, some countries and states have stricter laws regarding the collection, storage, and use of personal data, and may require tracking apps to comply with additional requirements to ensure user privacy and security.

In addition, there are certain types of tracking apps that may be considered illegal or in violation of privacy laws. For example, using a tracking app to stalk or harass someone would be considered a criminal offense, and could result in legal action being taken against the app's developers and users.

In conclusion, tracking apps are generally considered to be legal, provided that proper consent is obtained from the users and that they comply with relevant laws and regulations. However, it is important to be aware of the legal requirements and potential risks associated with these apps, and to use them responsibly. It is also important to be aware of the laws and regulations in your jurisdiction and to comply with them when developing, using or distributing tracking apps.

## Economic Feasibility

Since most of features explained above are freely available and the app will simply redirect the users to the said resources. Thus making the development process less expensive.

To monetise the app, there can be a subscription model to avail the useful features such as group navigation and tab of bills.

In the future, we intend to differentiate users into categories based on their purchasing power. This will enable the app to provide targeted advertisements such as hostels, dormitories and cheap hotel rooms for budget-backpackers.

Challenges that the team can for-see at the of time of feasibility include marketing the app to public and onboarding restaurants, hotels and vehicles rental agencies as partners.

## Technical Feasibility

* The application will provide a smooth user interface that can support groups of travelers.
* The application is heavily depended on third party applications such as Google-Pay, Google Translate, Google Maps and travel blogs for recommendations.
* Features such as group chatting and calling will need to be added to enhance UX.
* The final product will be a user-friendly application that will solve traveling problems.
* The platform will also have a live tracking system for making traveling easier for a large group.
* The platform will require a user's name, phone number and email id.
* After reviewing the requirements, the plan is to use Flutter for front-end and Firebase for backend.

## Operational Feasibility

1. From an operational standpoint, tracking apps require a variety of technology and resources in order to function properly.

2. This includes the availability of GPS-enabled devices, as well as the necessary infrastructure and servers to support the app.

3. In addition, tracking apps may also require additional resources, such as data storage and analysis tools, in order to effectively process and analyze user data.

4. Another important aspect of operational feasibility is the ability to comply with legal and regulatory requirements.

5. Tracking apps are subject to a variety of laws and regulations, including privacy laws and data protection regulations.

6. In order to be operationally feasible, tracking apps must be able to comply with these requirements and ensure that user data is handled and stored securely.

7. In addition, the ability to effectively manage and maintain the app over time is crucial for the operational feasibility of tracking apps.

8. This includes monitoring the app for bugs and technical issues, as well as implementing regular updates and improvements to ensure that the app remains secure and compliant with laws and regulations.

9. Additionally, it's important to consider the scalability of the app, to ensure that it can handle a large number of users and data.

10. In conclusion, the operational feasibility of tracking apps depends on a variety of factors, including the availability of necessary technology and resources, the ability to comply with legal and regulatory requirements, and the ability to effectively manage and maintain the app over time.

11. While tracking apps can provide a wide range of benefits, it is important to carefully consider the operational feasibility of the app to ensure that it can be implemented and maintained successfully in the long-term.

## Scheduling Feasibility

1. From a scheduling standpoint, the development and implementation of traveling apps can be a complex and time-consuming process.

2. This includes the initial planning and design phase, as well as the development and testing phase.

3. Additionally, it may require ongoing maintenance and updates to ensure that the app remains secure and compliant with laws and regulations.

4. It is important to consider the availability of necessary resources, such as developers and designers, as well as the timeline for development and implementation.

5. Travelling apps require a significant investment of time and resources, and it is important to have a clear plan in place to ensure that the app can be developed and implemented within a reasonable timeframe.

6. The overall workload and capacity of the development team is an important consideration when it comes to scheduling feasibility.

7. It is important to ensure that the team has the necessary bandwidth and resources to handle the workload required to develop and implement the travelling app.

8. This includes not only the initial development, but also ongoing maintenance and updates.

9. In conclusion, the scheduling feasibility of travelling apps depends on a variety of factors, including the availability of necessary resources, the timeline for development and implementation, and the overall workload and capacity of the development team.

10. It is important to carefully consider these factors and plan accordingly to ensure that the app can be developed and implemented within a reasonable timeframe, and that the development team has the necessary resources to handle the workload required.

## Economic Feasibility:

1)The estimated cost of development for the platform is not expected to be much.

2) The main revenue generated by the app is by advertisements.

3) The platform is centered on the tourism industry, hence we can conclude the market size is high.

Challenges and Assumptions considered for the project study:

1)High dependency on third party apps such as google maps, lens ,g-pay etc.

2)Intense competition from already existing traveling services might affect the platform’s success.

3) Enrolling in different restaurants, hotels and differentiating it based on the user will be one of the major tasks.

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