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DGM 6308
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Rough Draft Design Document

1. Description

The main purpose of this application is to provide users with a platform for sharing travel experiences. Users can also create their own profiles in the application or explore nearby attractions in an interactive map.

The application will have three main pages. When the user opens the app, he or she will see a series of pictures of scenic spots, titles and part of the article. Users can click on these pictures to view more detailed information. These articles would be experience of the other users; The second page of the application is an interactive map, and users can access this interface by clicking the icon in the footer. In this interface, users can see the sights closest to them and the information of the sights. Users can also click on the pin to learn more about the tourist attractions; The third page would be the
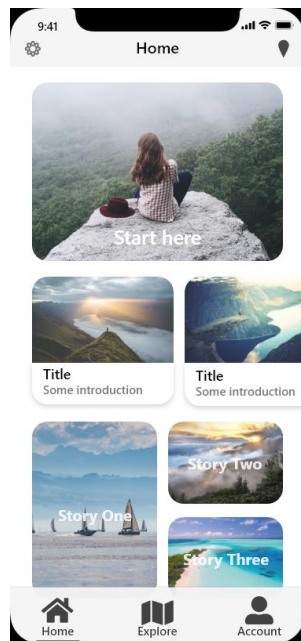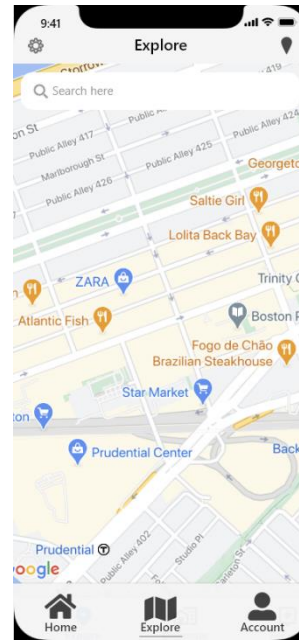

Figure 1 Home Page

Figure 2 Explore Page

user profile. Besides, users can also click the pin on the upper right corner to share their

own experience and pictures. The gear icon on the upper left corner allows the user to
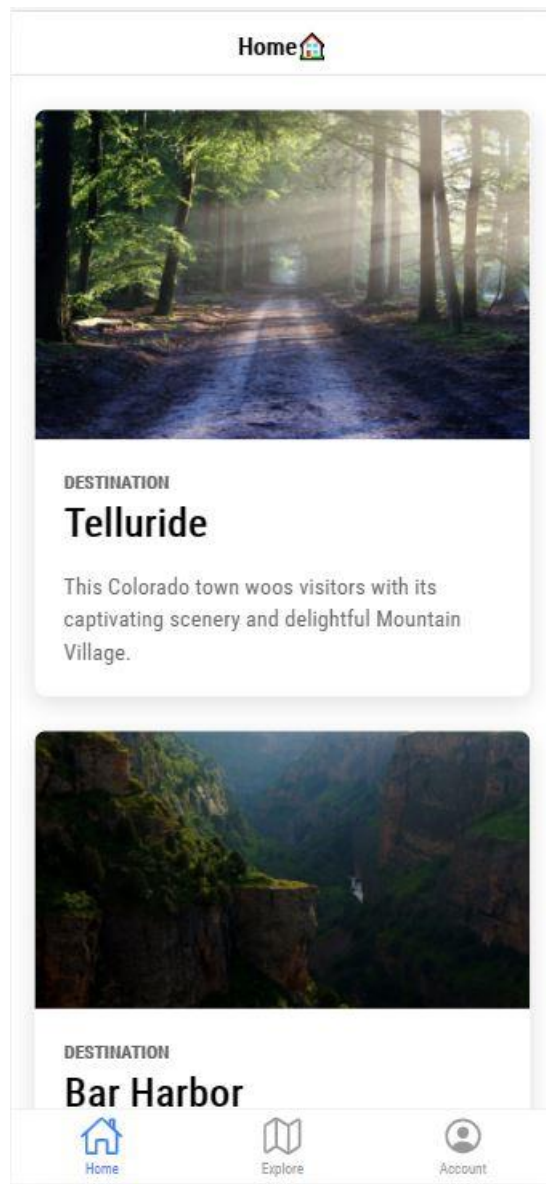
change the settings.

Figure 3 Home Page in The Final Deliverable

2. Research

Regarding this app, I want to use ionic as a framework for mobile application development and use react to connect the front and back ends. I want to use MySQL as my database, which I have learned how to use in web development. I think I can also use PHP and Ajax to extract data from the database. I did related research, ionic can work with d3.js and I made an interactive map to project the map of Boston before. In worst case scenario, I think I can use Google map API to generate the map and make MVP.
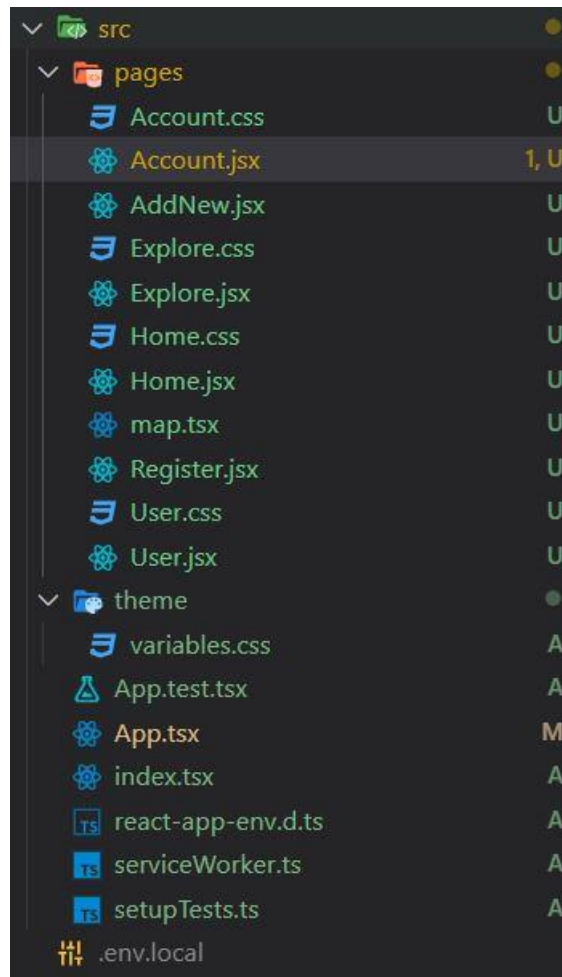

Figure 4 File Structure

3. Break Down the Problem

On User Tap:
   I.   If the user taps on Home Icon:

Show the user Home content;
   A. If the user taps on the article:
      Show the user the article;
   B. If the user taps on the pin icon:
      Show the user the text input and picture input;
      1. If the user input any value:
         Store their experience in the database;
         1) If the user set their experience public:
            Show their experience on the homepage;
   C. If the user taps on Setting Icon:
      Show the user their current settings;
      1. If the user changes their current setting:
         Set the value they input to their current setting;
II. If the user taps on Explore Icon:
   Show the user interactive map;
   A. If the user taps on the search bar:
      Get their input value;
      Change the location on the map to the input value;
      Relocate the pin on the map;
   B. If the user taps on the pin icon:
      Show the user the text input and picture input;
      2. If the user input any value:
         Store their experience in the database;
         2) If the user set their experience public:
            Show their experience on the homepage;
   C. If the user taps on Setting Icon:
      Show the user their current settings;
      1. If the user changes their current setting:
         Set the value they input to their current setting;
III. If the user taps on Account Icon:
   Show the user account information;
   A. If the user taps on their saved article:
      Show the user the articles they saved;
      1. If the user taps on the articles:
         Show the user the content of the article;
   B. If the user taps on their other account information;
      Show the user the information;
      1. If the user changes the information;
         Get the value they input;
         Change the current value to the value they input;

4. Schedule of Milestones:

Initial Proposal   Nov 3

Rough Draft Design Document   Nov 10

Proof of Concept, pseudo code   Nov 17

Alpha version of project   Nov 22

Feedback to peer   Nov 24

Practice Presenting project   Dec 2nd

Final Project, design document, video due in blog – Dec 9, 6AM