Documentation for local tourism

And

Cultural heritage

***1.Problem Identification***

a. Lack of Information:

Many tourists and locals struggle to find comprehensive and accurate information about cultural heritage sites and local attractions.

b. Limited Digital Presence:

Local tourism and cultural heritage are often underrepresented online, leading to reduced visibility and engagement.

c. User Accessibility:

Websites for tourism may not cater to non-tech-savvy users or support multiple languages for diverse audiences.

d. Lack of Interactivity:

Tourism websites often lack interactive features like maps, guided tours, and user-generated reviews.

***2.Ideation***

a. Goal:

Design an interactive and attractive website with detailed information on local tourism and cultural heritage.

b. Features

• An interactive map of main tourist spots.

• In-depth pages on cultural heritage, which should include history, pictures, and visiting information

c. Target Audience

• Local and International Tourists

• Students and Researchers of cultural heritage

• Local Businessmen and Tour Operators

***3. Implementation***

a. Tools and Technologies:

* Frontend: HTML, CSS, (Bootstrap for responsive design)
* APIs: Third Party API. (Google map)

b. Development Steps:

1. Create a Blueprint in our Notebook.

2. Setup the development environment (install necessary tools and frameworks).

3. Develop the frontend, focusing on navigation and responsive design.

4. Integrate interactive elements like maps.

5. Test for bugs, responsiveness, and performance

***4.Process of Creation***

a. Planning:

Define core functionalities and prioritize features based on time and resources.

Assign roles to team members for content creation, design, and development.

b. Design:

Use design tools such as Figma or Canva to create the UI/UX.

Choose a color scheme and typography that best fit the cultural theme.

c. Content Collection:

Research and collect authentic information on local attractions, history, and events.

Use high-quality images and videos for better user experience.

d. Development:

Write clean, modular code for easy maintenance.

Leverage open-source libraries or frameworks to speed up development.

e. Testing:

Functional, usability, and performance testing.

Gathering feedback from team members or focus groups.

***6. Difficulties and its Solution during development***

a.Github

problem in command like pulling and pushing files into repo from different devices.

Solution:

Tried uploading files in repo manually, still faced many problems like branching and merging.

B. Skill Issue

Didn’t have enough knowledge in Frontend Frameworks, APIs and Backend

Solution:

Used Html and Bootstrap Css for responsive Frontend.

C. Bugs

Multiple Bugs throughout Development Phase.

Solution:  
Reviewing through codes to fix the bugs.

***7.Roles of each Member***

Sumit Shrestha – Made prototype home page , made final css designs for Destination pages.

Ajit Bal- Finished designs for home age , about us page, destination page, file manger

Krishna Tamang – Made prototype about us page, Content finding and research.

Bishal Sunar- Developed the pages inside the destination pages (Mt. Everest , Bhoudhanath , Krishna Mandir , Kathmandu Durbar Square)

***8. Future of scope.***

a. Scalability:

• Add features like AI-Driven Recommendation and AI Helpers, Language-Translation.

b. Community Building:

• Introduce forms or social features for user content.

c. Partnerships:

• Partner with local businesses, museums, and tourism boards for sponsorships and promotions.

d. Mobile App:

• Create a mobile app version for offline access and increased user convenience.

e. Sustainability:

• Keep the website updated with new events, attractions, and user feedback.

