**PROJECT PROPOSAL**

**PROJECT NAME: WORLD EXPLORER**

**TEAM: 13**

**TEAM MEMBERS:**

Onica Sai Prasanna Lakshmi Rayineedi - 80

Chekuti Mamatha - 11

Kommareddy Sreelekha - 45

Podili Venkata Krishna - 72

**Project Goal and Objectives:**

**Motivation:**

When people keep travelling to different places, there is always a limitation of information about the place they are travelling to. Therefore, this encouraged us for a travel guide mobile application as smartphones are evolving exponentially and becoming popular to offer greater services to multiple users using GPS navigation, web navigation etc. The tourists will be able to explore many new tourists’ places just by viewing the updated information in the application. This will also enable easy travel planning by knowing the sales prices and developments happening all around due to the increase in the usage of the mobile equipment’s.

**Significance or Uniqueness:**

* The information in the application can be shared among tourists instantly and analyzed by the shared ones.
* The main disadvantage of insufficient information of the resources, untapped opportunities for tourism companies and the enhancement of the travel experience is overcome by providing meaningful insight for the trips.
* It provides connectivity to many smart applications for travelers.
* It provides Google’s information and resource source for marketers.
* It aims to resolve the tourism industry’s problem of lacking profitable products and services, which adds value to travelers’ experience during their trip by recognizing their prominent needs and new technological developments that will affect the on-site travel experience.

**Objective:**

It enables people to know about places and areas instantly that they are not familiar with and provide them with the reviews of past and an ability to share their experiences.

**System Features:**

* Depending on the User Location, Tourist Attractions in a place can be displayed
* Entire information such as distance from current location, history, significance, images, and reviews etc. of a place can be viewed
* Associated with various applications which allows to view and book different amenities which are necessary to accomplish the trip
* User can view and record the reviews about the visited place

**Related work:**

* Mobile Application Development in the Tourism Industry and its Impact on On-Site Travel Behavior by Moritz Christian.
* DEVELOPMENT OF MOBILE TRAVEL GUIDE APPLICATION FOR MUSEUMS by Mi Hu & Yu Weng

**Backup Project: SMART HOME**

To design a complete house based on the user requirements is the main idea of our application. Here we can feature all types of furniture required for living room, kitchen, dining area, bedroom, bathroom. It suggests which furniture, carpet, lights, and other decorative items will be best for the house. It consists of a login page where the user enters his details and then he selects for which room he wants to design the interiors. Based on the price ranges, color specification, material and the quality, the interiors are displayed and from that, the user can select the best of it. Based on the location and the current trend also the interiors will be filtered and be displayed to the user. The main moto of our application is to design a house as the user specifies.

**Bibliography:**

* <https://www.modul.ac.at/index.php?eID=dumpFile&t=f&f=5212&token=574c2c521a177ac124fa57d70a466744635b16ac>
* <https://www.theseus.fi/bitstream/handle/10024/107633/Hu%20Mi_Thesis.pdf?sequence=1>