**PRTravel**

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**Introduction**

Puerto Rico is going through the worst economic crisis in its history. It owes over 70 billion dollars and experts ensure that the administration of the governor will not be able to pay the debt completely. To aid this problem tourism and social networks can contribute by working together. According to Puerto Rico Tourism Company “the tourism industry is one of the economic engines with the most potential for growth in Puerto Rico” (4). On the other hand, we have been witnesses of the great impact that social networks have had in the world. Taking these facts into consideration PRTravel will be a mobile application that will seek to encourage tourists to visit Puerto Rico’s different attractions by sharing their experiences with other users. While the tourists are having a good time they will be also contributing to the island’s economy. This social network will serve as a tool for the tourists because it facilitates the access to information of the diverse attractions in the island. This application has been chosen to be mobile so that tourists could use it while actually visiting the attractions. The technologies that are going to be used in this project will be Ionic Framework and AngularJS for the client side, Java Play for the server side, and for the database system PostgreSQL. In addition, Eclipse and Ionic Lab will be used as the programming IDEs.

# **Client App Description**

PRTravel will be a social network for visiting different places or attractions around Puerto Rico and sharing it with other users. Users will sign up and create a profile. This application will have five main components: home page, profile page, attraction list, calendar, and notifications. The home page would include a news feed of your friends. The profile page would include the user’s personal information, a wish list of the places the user would like to go, a calendar of the places he is planning to visit, photo albums of the places he has visited, and the settings. The attraction list will be a list of different attractions around the island and the user will have the opportunity to select from this list the places he would like to visit and add it to his wish list. Here will be the services that the user could pay for in advance. For example, activities, tickets, and transportation. The calendar will include the attractions the user and his friends are planning to visit. The notifications will tell the user when somebody added him as a friend or when he has been accepted as a friend. Also, it will notify when a friend commented on his photos or planned trips. This application will be using the AngularJS and Ionic framework for the client side.

# **Server Side Description**

The server side application will be working with the logic, validation and storing of information that the application requires. In the attraction list component the user will have the opportunity to choose from the attractions that are already predetermined. If the user wants to add a new attraction to the list he could send a request and it will be validated. After it is checked that the attraction is a valid place then it will be added to the attractions list main component. Also, in this component the users can express their opinion in relation to the attraction and rate it. This attraction list component will have a table. For the notifications component the server application will be in charge of notifying to the corresponding user the friend requests, comments or any other activity that occurs. This notification component will have its own table. At the home page the application will have a news feed which will be updated after the user refreshes the page. The information about the news feed will be stored in one table. Every user will have a profile and at that page everyone will have a wish list with the places that he wants to visit. This wish list will be a subset of the list in the attraction list component. Here the user can pay in advance for some services. After the user visits any attractions he could mark it and then he can upload pictures to an album that will be created automatically by the server application. The name of the album will be the same name of the attraction. Furthermore, the profile page will contain a calendar that will have the places that the user will visit per day. The profile page will have four tables. The first one will include the user's personal information. The user's wish list will be saved in another table and his personal calendar will be saved in another table also. The pictures a user uploads will be saved in another table. The friends calendar component will have all the places that the user's friends will visit. This will let the user know if a friend will visit common places and they can go together. They can also plan to visit a place if they want. This component will have a table with the information about the activities of the user’s friends. Additional tables that are going to be required are for payment services and for user’s friends. In the sign-up process the application will be storing the information of the user in a table and sending an email to confirm identity. To do this the application will use SendGrid’s API. The information about the credit cards will be asked in the sign-up process and validated too depending on what type of card it is. Also, the application will support reports for inappropriate content and verbal abuse. This report will proceed to the admin. This server application will be using PostgreSQL, pgAdmin, Eclipse, and Java Play.

# **Division of Labor**

In the UI part, Abdiel Vega will be working on the profile page, while Harry Hernández will be working on the attraction list and the notifications. Geraldo López will be working on the friend’s calendar and the home page. For the server side, we will divide it also as we just stated. We will all be helping each other and working together to make a great application and help tourists travel our beautiful island's attractions.

# **Bibliographies**

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