Travel – Sharing C# App

Start Document

Written by:

Polina Zueva

Arian Atapour

Evald Narkevicius

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# **Version Control**

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| --- | --- | --- | --- |
| Version | Date | Changes | Editor |
| 1.0 | 23.04.23 | Make a template for the all chapters and add table of content | Polina Zueva |
| 1.0.1 | 24.04.23 | Added chapter 2 and updated version control | Polina Zueva |
| 1.0.2 | 25.04.23 | Updated document, removed chapter with UI | Polina Zueva |
| 1.0.3 | 26.04.23 | Add 3 more chapters(Mock ups of the app, MoSCoW method and Testing) | Polina Zueva |
| 1.0.4 | 26.04.23 | Finished Moscow chapter and adapted document to C# needs | Arian Atapour |
| 1.0.5 | 28.04.23 | Edited Introduction | Arian Atapour  Evald Narkevicius |

# **Introduction**

This chapter provides an overview of the C# application and its purpose and goals.

The project that the team proposes is a travel-sharing social media app. In essence, the application will allow users to share their travel experiences. The app is made in such a way that it is easy to navigate and use overall.

Users that use the application will be able to create profiles and share their experiences with other travelers.

Users will have the ability to:

* upload photos and videos,
* write travel blogs and articles,
* share travel itineraries.

The application will also include a search function. The search function can also take filters and make the search more accurate adding to the UX (user experience).

In addition to the above mentioned, users will also have the ability to connect with other users and find travel buddies. To integrate this travel buddy function even better, users will be able to chat with each other and plan their trip.

# Purpose of the application

The purpose of the app is that to be an easy travel sharing app that can be used by all ages. This will be done through a very intuitive UI.

## **Overview of main features**

The main feature of the application is a search algorithm that returns travel destinations based on interests, location and budget inputted by the user and previous interactions with the application, mainly preferences, travel history and behaviour within the app (for example, clicks on trips). Features that build on top of that include: an ability to create a personal travel map by marking locations on a map, a messaging function in order to plan trips together, share travel tips. Trips can also be reviewed, recommended and commented on.

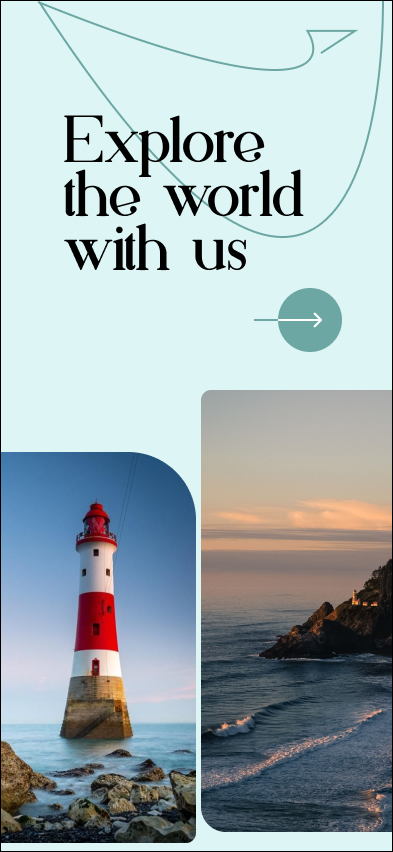
## **Technologies Used**

.NET Maui will be used for the development of the application. .NET Maui shall facilitate the same experience on all devices. This is important so we maximize the user experience. Regardless that you have Android, iOS, Windows or an Apple TV, the application will work on all of them.

For the database system, Microsoft SQL Server will be used. All the user data will be encrypted and stored safely inside the database.

# **Mock ups of the application**

This chapter provides an overview of the possible some pages of the mockup C# application.

 Graphical user interface

Description automatically generated Diagram

Description automatically generated

A picture containing text, screenshot

Description automatically generated A picture containing text

Description automatically generated Graphical user interface, website

Description automatically generated

# **4. Class Diagram (left for week 4)**

This chapter covers the process of designing and implementing the data model and schema for the C# application.

## **Data Models and Class diagram**

## Paveikslėlis, kuriame yra tekstas, ekrano kopija, diagrama, Šriftas Automatiškai sugeneruotas aprašymas

## **Database Connectivity**

## **Data Validation and Input Sanitization**

# 

# **MoSCoW method**

This chapter describes what the team will and will not do presented in a MoSCoW fashion.

**Must have**:

* Database,
* A secure login system,
* User profiles,
* Photo and video upload,
* Ability to write and read travel blogs and articles,
* Search function,
* Filter information (based on flags (location, etc.)),
* Friend request another user.

**Should have:**

* Cookies (to store user preference for a location and recommend such locations),
* Interaction map (each time a place is added it gets added on the map)
* Support on all platforms.
* Async

**Could have:**

* Database back-up,
* Related to feed to your history of usage of the app.

**Won’t have:**

* An advanced database structure,
* AI which learns from previous interactions,
* Ties to other websites to book accommodations or such things.
* No real-time data being fed through it like prices, etc. .