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Culture-Based Tourism Development Portal: A Digital Framework for Sustainable and Community- Driven Cultural Tourism

A PROJECT REPORT

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PRESIDENCY SCHOOL OF COMPUTER SCIENCE AND ENGINEERING

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Certified that this report “Culture-Based Tourism Development Portal: A Digital Framework for Sustainable and Community-Driven Cultural Tourism” is a bonafide work of “Rakshitha D P (20221CSG0114), Vishal Gowda H (20221CSG0116), Sai Siri Naidu O (20221CSG0124)”, who have successfully carried out the project work and submitted the report for partial fulfilment of the requirements for the award of the degree of BACHELOR OF TECHNOLOGY in COMPUTER SCIENCE AND TECHNOLOGY during 2025-26.

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Abstract

Tourism in recent years has shifted from traditional sightseeing toward more **immersive cultural experiences**, where travellers seek meaningful engagement with local heritage, traditions, and communities. However, most existing digital tourism platforms focus primarily on **travel logistics**, such as booking transport, accommodation, and basic itinerary planning. These systems often fail to provide opportunities for deeper cultural interaction or community involvement. To address these gaps, this paper introduces the **Culture-Based Tourism Development Portal**, a holistic web-based platform designed to promote cultural heritage through **sustainable and technology-driven tourism**.

The proposed portal integrates **tourists, local artisans, cultural organizations, and tourism boards** into a unified digital ecosystem. Developed using **HTML, CSS, JavaScript, PHP, and MySQL**, the platform ensures efficient front-end presentation, dynamic content management, and secure data storage.

A key feature of the system is its **content-based recommendation model**, which analyzes user preferences—such as interests in traditional crafts, history, food, or festivals—to offer personalized cultural suggestions. This enhances user engagement by guiding them toward authentic experiences that match their interests. The platform also supports **online cultural demonstrations**, including virtual craft workshops, storytelling sessions, and live interactions with artisans. These not only extend cultural access beyond geographical limits but also create new income opportunities for local communities.

The results of preliminary testing indicate that the portal is more accessible, user-friendly, and culturally enriched compared to conventional tourism websites. It emphasizes cultural depth, personalization, and community involvement significantly improves user satisfaction. By combining modern technology with heritage preservation, the portal fosters **responsible tourism practices**, empowers local artisans, and contributes to the sustainable development of cultural destinations.

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Abbreviations

Abbreviation	FullForm
CBTDP	Culture-BasedTourismDevelopmentPortal
SDG	SustainableDevelopmentGoals
UI	User Interface
UX	User Experience
HTML	HyperTextMarkupLanguage
CSS	CascadingStyleSheets
JS/ JavaScript	Client-sideScriptingLanguage
API	ApplicationProgramming Interface
DB	Database
CRUD	Create,Read,Update,Delete
ERD	EntityRelationshipDiagram
DFD	DataFlowDiagram
UML	UnifiedModellingLanguage
SQL	StructuredQueryLanguage
SQLite	LightweightSQLDatabaseEngine
IDE	IntegratedDevelopmentEnvironment
CSS	CascadingStyleSheets
SDLC	SoftwareDevelopmentLifeCycle
V-Model	Verification&ValidationModel

UI/UX	UserInterface/UserExperience
CRUD	CreateReadUpdateDeleteOperations
HTTP	HypertextTransferProtocol
URL	UniformResourceLocator
Flask	PythonMicro-WebFramework
WBS	WorkBreakdownStructure
PESTEL	Political,Economic,Social,Technological,Environmental, LegalAnalysis
MVC	ModelViewController(conceptuallyusedinstructureddesign)
DBMS	DatabaseManagementSystem
SEO	SearchEngine Optimization
FP	FrontendPage
BP	BackendProcess
QoS	QualityofService
AI	ArtificialIntelligence(futureenhancement)
AR/VR	AugmentedReality/VirtualReality

CHAPTER 1

INTRODUCTION

1. Introduction

Tourism has not only changed into a leisure-focused practice but has also become a multidimensional business, which promotes a cultural exchange, economic growth, and empowerment of the community. Cultural tourism is one of the segments of tourism that have been central in the conservation of heritage, advancement of culture and livelihoods in the local area. However, its potential is not always realized, and many culturally rich areas cannot find an entry point to the global community because of the lack of well-organized and accessible as well as community-driven digital platforms.

Culture-Based Tourism Development Portal (CBTDP) is one of the websites which are used to solve this problem, offering a web-based solution which presents regional cultural resources, such as heritage sites, local art, cuisine, folklore, festivals and indigenous crafts. The system is based on a full-stack development model of HTML/CSS/JavaScript (frontend) and Python Flask+SQLite (backend), which allows these seamless navigation, access to the information, and a chance to add some content in the system offered to the local communities.

The chapter gives a background, current landscape, context of the problem, sustainability fit as well as the outline of the report.

Background

The world has realized cultural tourism as an essential component of sustainable development which leads to cultural exchange and provides a source of income to the locals. The potential of cultural tourism is great in the countries of such great diversity as India. However, there are numerous cultural resources that are not documented or digital.

The recent research indicates that there is a growing preference towards authentic, community-based and experience-based tourism where the tourists are interested in meaningful experiences and not sightseeing. This change requires the contemporary digital models that:

- Current high-quality and edited cultural data.
- Market local artists, local festivals and heritage.
- Intermediate between communities and bridge tourists.
- Maintain the intangible cultural identity in digital form.

The active development of ICT and web technologies allows building platforms that will interconnect cultural stakeholders and international travelers. The CBTD is a product of such need to digitalize and preserve cultural heritage via an organized, interactive and community-based digital portal.

Cultural Tourism Digitization Requirement.

Although there is the emergence of digital tourism, the current platforms primarily target:

- Commercial tourism
- Hotel booking
- General sightseeing

No single digital platform exists that focuses on culture-first experiences.

Therefore, cultural tourism needs to be digitized to:

- Conserve culture with Web archives.
- Market local economies through online presence.
- Provide tourists with valid cultural information.
- Offer live information regarding festivals and events.
- Stop being reliant on untested travel blogs.
- Ensure communities are given a chance to be directly involved in tourism promotion.

The digitization guarantees transparency, authenticity, and sustainability and enables the smaller cultural regions that are commonly undermined by the main tourist destinations.

Current Tourism Technology Landscape.

There are a number of digital tourism tools, which do not serve the needs of cultural tourism completely:

Generic Tourism Platforms

MakeMyTrip, TripAdvisor, Cleartrip are platforms that provide travel-oriented information, but they are not very cultural.

Government Initiatives

Such websites as Incredible India offer cultural descriptions without being interactive, personalized, and involving communities.

Travel Blogs and Vlogs

Frequently unconfirmed, uncoherent, and unorganized cultural background.

State Tourism Portals

Most of them are obsolete, non-responsive, or high level descriptions.

Gaps Identified:

- Absence of community-based content.
- Little emphasis on local artisans and culture mediators.
- No custom-made cultural itineraries.
- Lack of central platform of heritage, food, art, stories and events.

These shortcomings underscore the fact that there is need to have a comprehensive, interactive system that focuses on cultural identity.

Problem Statement

The majority of the cultural sites do not have online presence that can effectively capture their heritage, traditional activities and community based experiences. The current platforms lack a holistic, genuine, and interactive platform that significantly links cultural assets with tourists.

SDG Alignment

The objectives of the project directly agree with the following UN Sustainable Development Goals (SDGs):

Sustainable Development Goal 8: Decent Work & Economic Growth.

Empowers craftsmen, entertainers, guides and local merchants.

Goal 1: Sustainable Cities and Communities. Furthering

cultural and sustainable tourism.

Goal 2: Responsible Consumption and Production.

Promotes community and ethical tourism.

Goal 3: Goal partnerships.

Bridges communities, tourists and cultural organizations.

Goal 4: Decent work and Economic growth

Empowers workers, local vendors and more.

This alignment will guarantee that the portal does not just make a contribution in terms of technology but also in terms of social and environmental contributions.

Overview of Project Report

This report is divided into nine detailed chapters:

Chapter 1 - Introduction

Describe the context of the project, problem, objectives and SDGs relevance. Chapter 2 -

Literature Review

Offers a detailed review of the literature on cultural tourism digitalization, with gaps and opportunities.

Chapter 3 - Methodology

Outlines the model of development, the workflow of the system, and the choice of frameworks.

Chapter 4 - Project Management

Discusses schedules, risk assessment, and budgeting relying on the systematic project management methods.

Chapter 5 - Analysis & Design

Requirements, system architecture, flowcharts, UI/UX design and database schema. Chapter 6 -

Implementation

The frontend development, Flask backend program, API development, and integrating the database with SQLite is described.

Chapter 7 - Evaluation & Results

Presents tests, test outcomes, and user assessment measures.

Chapter 8 - Social, Legal, Ethical, Sustainability and Safety Aspects.

Takes about the large ramifications of the development and implementation of the portal. Chapter 9 -

Conclusion

Concludes on the general accomplishments, constraints and the scope of the future.

CHAPTER 2

LITERATURE REVIEW

Cultural tourism is an interdisciplinary experience that entails heritage conservation, community involvement, digital revolution, user experience design, and sustainable development. In the last ten years, there has been a lot of research with regard to the impact that digital platforms have on tourism behaviour, cultural engagement, and heritage conservation. In this chapter, the author has given a thorough review of the literature available on the fields that are pertinent to the (CBTDP) Culture-Based Tourism Development Portal creation. The review summarizes the research results conducted on the digital tourism systems, cultural preservation tools, community-based tourism, as well as on full-stack technological solutions to the development of tourism portals. According to the review, the research gaps are noticed and the project objectives are developed.

The literature analysis consists of a review of the existing models and research on this topic.

Review of Existing Models and Research.

Cultural Tourism Based and Trends.

Richards, 2018-1-Cultural Tourism: A Review of the Recent Research and Trends.

Richards gives an extensive discussion of the manner in which cultural tourism has changed to be more active and participatory instead of a passive consumption of heritage by the tourists and the host communities. He points out that tourists are more demanding authentic, participatory cultural experiences. The paper emphasizes the significance of accessibility and value creation in common.

Shortcoming: Lack of technological integration; no commentary on how digital technologies or AI can be used to improve cultural tourism engagement.

Urry & Larsen, 2011--The Tourist Gaze 3.0

It is based on this sociological work that presents the ways in which the traveling person develops meaning based on the focus on what is referred to as the tourist gaze, which is influenced by culture, media and the globalization process. It brings out the perceptions of cultural spaces and experiences among tourists.

Limitations: Despite having a highly rich theoretical base, the study fails to mention digital transformation and how new platforms can redefine the tourist gaze in a digital era.

Cultural Tourism Digitalization.

Smith and Robinson, 2019- Cultural Tourism in a digital world.

This essay discusses how cultural tourism has been transformed as a result of the fast digital revolution. The digital platforms increase accessibility, user-generated content, and online promotion. The authors claim that user-centered design, multimedia material, and interactive story telling are all important in cultural learning.

Limitations: Fails to discuss AI or analytics-based personalization and also briefly discusses the issue of privacy but does not provide solutions.

Tan et al., 2024- Digital Transformation in Cultural Tourism Enterprises.

The authors point out the impact of digital transformation on the competitiveness, operational efficiency, and quality of cultural experience of tourism businesses. Such technologies as data analytics, mobile apps, and digitalized cultural resources reinforce visitor interactions.

Limitations: Concentrates on businesses, and not community-based cultural ecosystems.

Cuomo et al., 2021-- Digital Transformation & Co-Designed Tourist Experiences.

This research paper is devoted to co-design methods in digital experiences in the context of which tourists and cultural stakeholders co-create digital experiences. It focuses on digital storytelling, user interaction and interface.

Limitations: Does not establish the barriers to implementation of rural communities with poor digital skills.

Tourism Behavioural and experienced design.

Tussyadiah, 2018- Technology & Behavioural Design in Tourism.

The paper examines the nature of behavioural design, psychology and technology in influencing tourist decision-making. It emphasizes the need of immersive settings in order to enhance the experience of cultural tourism.

Limitations: Fails to discuss dynamic user preference model-based adaptive AI systems or methods of automation.

Community-based Cultural Tourism Platforms.

Maquera et al., 2022 -- Community-Based Tourism (Peru) Intelligent Digital Platform.

The research introduces an online platform between the SMEs, guides and the tourists in a bid to market rural community tourism. The local actors become visible, and this leads to sustainable economic development.

Limitation: Lack of customization, multi-linguistic, and artificial intelligence-based recommendation systems.

Chengcai, 2024. Digital Cultural Tourism to Revitalize the Rural.

The research paper evaluates the use of digital tools to revive rural tourism, using the support of local art, culture, and traditional livelihoods. Illustrates how the internet is important to market rural destinations.

Limitations: Principally conceptual; does not have technical architecture or design models.

Sandriester et al., 2025 -- Digital Transformation and Cultural Heritage on the Peri- regions.

This study examines the role of digital technology in heritage conservation and sustainable regional development in low visitation regions. Shows that digitization can lead to a decrease in cultural marginalization.

Limitations: Does not propose a structured system design suitable for full-stack web applications.

Recommender Systems, AI & Hybrid Models.

Chalkiadakis et al., 2023 Hybrid Recommender System of Cultural Points of Interest.

Suggests that a hybrid artificial intelligence framework should be adopted that uses both Bayesian inference and content based filtering to suggest cultural attractions. Enhances cultural suggestions relatedness and heterogeneity.

Limitations: Advanced, less transparent, and requiring users sensitive data, which increases the privacy concerns.

Solano-Barliza et al., 2024 -- Recommender Systems in Tourism Industry.

An in-depth overview of the fact that recommender systems are highly beneficial as they enhance the engagement of the tourists and their satisfaction rates through the analysis of their preferences and behaviour patterns.

Limitations: Notes that the use of AI-powered systems in cultural tourism as other commercial tourism industries did.

Generosi et al., 2025 -- Web Tourism Recommender-based Platform in the Inland Tourism.

The work presents a platform that will facilitate the marketing of lesser-known destinations in terms of preference-based recommendation logic and user profiling. It emphasizes the importance of recommender systems in marketing the non-mainstream destinations.

Limitations: Narrows down to destination promotion, and is not holistically representative of the culture e.g. food, festivals or crafts.

Arregoces-Julio et al., 2025 -- Flexible Profile-Based Cultural Tourism Recommender System.

Proposes an adaptable recommender model to the new cultural destinations. The system is flexible enough to adjust to the changing user preferences through profile-based filtering.

Limitations: Notable to incorporate community-created content or multilingual cultural background.

Immersive Technologies: VR/AR in Cultural Tourism 2.1.6.

Yin et al., 2024 -- VR/AR Cultural Heritage Learning.

The analysis of VR/AR-based virtual heritage tours is aimed at increasing the cultural learning process and accessibility. Shows that immersive settings promote cultural awareness and diversity.

Limitations: Expensive to implement, requires a device, and potential privacy issues that the data might have during the tracking process.

Menget al., 2021 - meaning-aware cultural navigation system.

Presents a navigation system that combines semantic analysis to direct the tourists in cultural attractions on the basis of meaning and context.

Limitations: Need huge volumes of semantics, and cannot be easily adapted to smaller areas.

Tourism Recommender System to Social Inclusion.

Gasparetti & Micarelli, 2021 -- Tourism Recommender System to Social Inclusion.

Illustrates how the recommender system can enhance accessibility and inclusiveness by allowing the marginalized groups to become cultural contributors.

Limitations: Lacks implementation models on developing countries with less technical infrastructure.

Research Gaps Identified

According to the research mentioned above, the following gaps can be distinguished:

1. Absence of a centralized cultural tourism platform.

There is no system that combines the cultural heritage, festivals, stories, food, art and community contribution in one interface.

2. Inadequate community involvement.

The local communities are not in a position to enter or control the cultural information in most digital platforms.

3. Lack of AI-based cultural data personalization.

The current recommenders systems are targeting mainstream tourism or are culturally shallow.

4. Absence of vibrant and real-time updates of cultural events.

Majority of the portals are based on the static content and not the dynamic databases.

5. Issues of accessibility and multilingual.

Existing platforms are hardly rural or multilingual in terms of cultural representation.

6. Little immersive VR/AR module integration.

Research indicates potential but platforms cannot put them into good practice because of cost and technical difficulties.

7. The lack of digital records on intangible cultural heritage.

Cultural accounts, folklore, rituals, crafts and oral histories are still underrepresented online.

Objectives of the Proposed System

In line with the literature findings, the Culture-Based Tourism Development Portal objectives can be identified as:

1. To develop a full-scale electronic infrastructure of cultural tourism.

Combining historical attractions, festivals, cultures, food and arts.

2. To create a web portal with Flask and SQLite as a full stack.

Scalability and assurance of dynamic content management.

3. To allow community involvement.

The content can be added or modified by the local artisans, cultural organizations, and the community members.

4. To add individualization characteristics.

Suggestions rule to find a common ground between the user and cultural interests.

5. To enhance sustainable and inclusive cultural tourism.

6. Investing in small towns and the economy.

In order to improve on cultural learning.

7. With the help of multimedia galleries, stories, and interactive parts.

In order to have easy navigation, responsive design, and reliable data.

8. Offering an effective platform to the tourists to explore the original cultural experiences.

CHAPTER 3

METHODOLOGY

Culture-Based Tourism Development Portal (CBTDP) is constructed in a systematic and structured approach in order to be accurate, usable, and scalable. The approach will integrate software engineering concepts and user-focused design approaches to provide a powerful, interactive, and community-based cultural tourism service. The chapter describes the development strategy, flow of work, system workflow, architecture, as well as technologies employed. Consistent with the capstone format, the V-Model is chosen as the main development approach because it is clear, sequential, and highly focused on testing and validation at each phase.

Development Methodology of V-Model.

A very popular software development methodology is the V-Model (Verification and Validation model), which is appropriate to use when working on academic and professional projects with tight documentation, testing, and review cycles.

The Reason V-Model was Selected in This Project?

- Offers a well-organized and stringent development cycle.
- Assures at each stage of testing.
- Fits with full-stack systems on the front and the back side.
- Helps to cope with requirements predictably.
- Fits in with scholarly project requirements and those that involve a lot of documentation.

V-Model Stages Used in This Project.

1. Requirements Analysis (Checking)

During this stage, non-functional and functional requirements of the portal were determined.

Examples include:

- Exhibiting cultural sites, festivals, food and art.

- User-friendly navigation
- Admin content management
- Security of stored data
- Mobile-responsive UI

The requirements were obtained based on:

- Literature review findings
- Community needs
- Cultural tourism standards
- Best practices of the user experience.

2. System Design

System design was done in high-level architecture, and it included:

- Web architecture workflow
- Frontend-backend communication.
- Database structure (SQLite)

Modular Flask-based router backend: The router supports a routing approach that is modular and can be extended and modified to meet specific application needs.

Modular Flask-based router backend: The router is based on a routing model that is modular and can be expanded and customized to suit specific application requirements.

This was aimed at making sure that it was scalable, low in complexity and the code can be reused.

3. Architecture Design

In this case, specific design choices were selected:

- Data Flow
- Functional components

- Databaseschema(ERD)
- Pagestructure anduserinterface/experience.
- RESTAPIendpoints design

Thisactiondeterminedthequalityofinteractionofeachmodule withtherestofthesystem.

4. Module Design

Eachofthemajormoduleswasdesigned separately:

- User Interface Module

CulturalInformationDisplayModule

|human|>CulturalInformationDisplay Module.

- Festival&EventModule
- FoodandArtListing Module
- AdminManagementModule
- Structurethatisreadyto berecommended.

Eachmodulewasmadeto standaloneso thatit could bedebugged easilyand also scaled.

5. Implementation(Coding)

Realdevelopmenthasbeendone using:

- JavaScript,Bootstrap,CSS,HTMLfrontend.
- Python Flask for backend
- SQLitefor database
- Jinja2 in dynamic templating.
- Flaskrouting ofnavigation.

Eachofthemoduleswasdesignedbasedonthespecificationsofthedesignintheprior stages.

6. Unit Testing(Validation)

All the modules were tested separately:

- Pagerendering tests
- API endpoint tests
- Database CRUD operations
- Input validation tests

The majority of tests were performed on the local server that was built into the Flask.

7. Integration Testing

Testing was done on the ability of modules to interact:

- Frontend ↔ Backend data flow
- Flask–SQLite interactions
- Integration of the Admin dashboard.
- Diversification of figures, images and multimedia loading.

This made the system act in a manner that was desired on the entire platform.

8. System Testing

Full system validation was done to ensure:

- Navigation correctness
- Page load efficiency
- Reactivity across screen sizes.
- Data accuracy
- Security compliance and error handling.

9. Deployment/User Acceptance Testing.

The final stage involved:

- Locating the site either locally or in a cloud.

- Looking at the feedback of sample users.
- Checking the cultural content validity.
- Measuring the workflow effectiveness of the administration.

The feedback of users helped to make minor adjustments to enhance experience and accessibility.

System Workflow

The workflow explains the interaction between the portal and the tourists and the admins. User

Workflow (Tourist)

1. User lands on Home Page
2. Surfs cultural (Art, Heritage, Food, Festivals, Events) categories.
3. Clicks on single cultural pages.
4. Views provide information, pictures, descriptions and meaning.
5. Searching optionally by culture specific search.
6. Practices with media or other related materials.

Admin Workflow

1. Admin login
2. Enhance or add cultural content.
3. Organize events and festivals.
4. Post photographs and texts.
5. Approves/reviews data
6. Writes changes to SQLitedatabase.

Data Flow of the System

The overall flow that is upheld throughout the portal is the following: Step 1:

User Request (Frontend)

User clicks an item or a page in the culture, HTTP request is sent. Step 2:

Flask Backend Processing.

Request to flask is received by the flask, which identifies the route, and retrieves the necessary data.

Step 3: Database Access

SQLite DB was used to query cultural information, events, foods, crafts, etc. Step 4:

Response Generation

Prepares Jinja2 template in flask—inserts the database content in the template. Step 5:

Response to User

Page is dynamic in terms of cultural content and images.

System Architecture

The system architecture is a three-layered system:

1. Presentation Layer (Frontend)

- HTML5/CSS3
- Bootstrap
- JavaScript
- Responsive UI
- The pages of the user interface (Home, Culture, Events, About Us).

2. Application Layer (Backend)

- Python Flask
- Routing system
- API endpoints
- Templates
- Validation and processing of content.

3. DataLayer(Database)

- SQLite database

Tables on heritage places, festivals, foods, art forms, events.

- Admin tables
- Image reference tables

The architecture can be maintained, scaled, and enhanced in the future, such as recommender system or analytics.

Technology Stack Justification.

Backend–Python Flask

- Light and non-integrity risky.
- Academic and production systems appropriate.
- Low level of configuration required.
- Jinja2 supports dynamic HTML generation.
- Out of the box support to SQLite.

Database– SQLite

- File-based, easy to deploy
- Quick fasten on application of readiness.
- Lightweight cultural tourism systems.

Firstly, zero configuration was needed.

Frontend HTML, CSS, Bootstrap, Javascript.

- Enhances user experience
- Faster development cycle
- Offers mobile responsive design to tourists.

Development Tools Used

- VSCode– main IDE

The server can be a flask development server that is used to test locally.

- SQLiteBrowser-database visualization.
- GitHub– version control
- Figma–UI/UX design

Summary

V-Model made sure that the Culture-Based Tourism Development Portal had a structured process of development and testing. The process was facilitated with the methodology of a structured requirement collection, architectural design, modular development, testing in phases and smooth integration. The portal provides a community-driven, scalable and inclusive cultural tourism solution by integrating user-centered design and full-stack development practices.

CHAPTER 4

PROJECT MANAGEMENT

Good project management would make sure that the Culture-Based Tourism Portal of Culture-Based Tourism is built in a systematic manner and within the allocated time, scope and resources. This chapter includes planning, organization, monitoring, and controlling methods during the lifecycle of the development process. It contains the scope of the project, Work Breakdown Structure (WBS), schedule (Gantt chart), team roles, risk analysis, cost estimation and PESTEL analysis. These tools also facilitate effective coordination, delivery and generally quality of the system.

Project Scope

The scope of the project establishes the scope, functionality and deliverables of the portal.

In-Scope Activities

- Flask (Backend) and HTML/CSS/JS (Frontend) Full-stack development.
- SQLite database development and implementation.
- Content management administration module.
- Viewing module of cultural data.

Categories of cultural content (Food, Heritage, Art, Festivals).

- Dynamic web site.
- Testing, documentation and deployment.

Out-of-Scope Activities

- Recommender systems that are based on AI (enhancement in future)
- VR/AR immersive modules

The multilingual translation engine.

- Mobile application (just web version created)

Work Breakdown Structure (WBS).

The project is divided into manageable tasks and is represented by the WBS:

Level 1: Project Title

Culture-Based Tourism Development Portal

Level 2 & Level 3 Breakdown

1. Planning

- 1.1 Requirements gathering
- 1.2 Literature review
- 1.3 Feasibility study
- 1.4 Technology selection

2. Design

- 2.1 System architecture design
- 2.2 Database schema (ERD)
- 2.3 UI/UX design

Flowcharts and data flow diagrams 2.4.

3. Development

- 3.1 Frontend development
 - o 3.1.1 Homepage
 - o 3.1.2 Culture pages
 - o 3.1.3 Events & Festivals pages
 - o 3.1.4 About & Contact pages
- 3.2 Backend development (Flask)
 - o 3.2.1 Routing

- o 3.2.2 Admin module
- o 3.2.3 CRUD operations
- 3.3 SQLite database development.

4. Testing

- 4.1 Unit testing
- 4.2 Integration testing
- 4.3 System testing
- 4.4 User acceptance testing

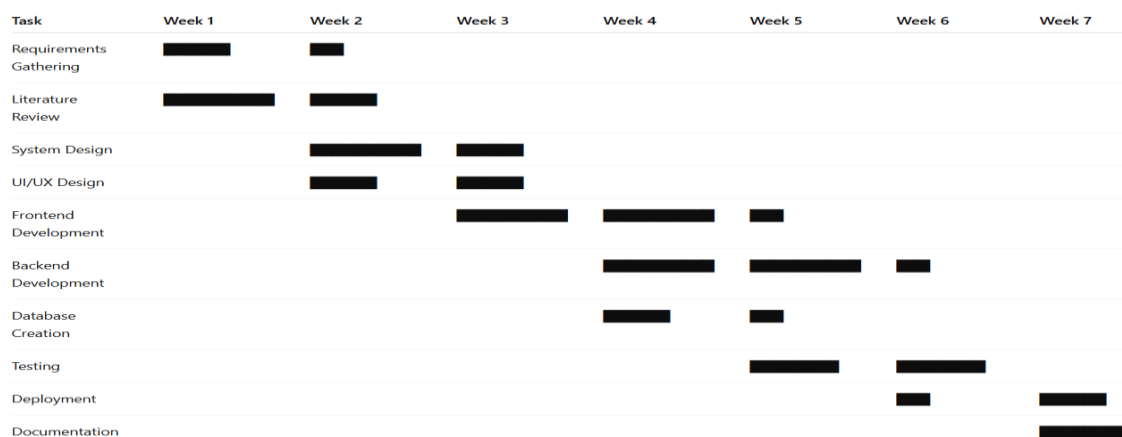
5. Deployment

- 5.1 Server setup (local/cloud)
- 5.2 Final deployment
- 5.3 Backup & documentation

6. Documentation

- 6.1 Report preparation
- 6.2 Final review & formatting
- 6.3 Presentation slides

Project Schedule (Gantt Chart Representation)



Roles and Responsibilities

Role	Responsibilities
Project Manager	Scheduling, planning, monitoring progress, resource allocation
System Analyst	Requirement analysis, feasibility study, workflow design
Designer (UI/UX)	Screen layout, user interface, wireframes, colour scheme
Backend Developer	Flask routes, server logic, integration with DB
Frontend Developer	HTML/CSS/JS pages, responsiveness, visual elements
Database Engineer	SQLite schema design, CRUD operations, data security
Tester	Unit & integration testing, bug reporting
Documentation Lead	Report preparation, formatting, diagrams, Appendices

Risk Management

Risk Management table

Risk	Category	Impact
Requirement changes	Technical	Medium
Time constraints	Schedule	High
Bugs/Errors in code	Quality	Medium
Bugs/Errors in code	Quality	Medium
Database corruption	Technical	High
Lack of cultural content availability	Resource	Medium
Version conflicts	Technical	Low
Deployment failure	Operational	Medium

Risk Mitigation Strategies

Risk	Mitigation Approach
Requirement changes	Finalize requirements early & document scope clearly
Time constraints	Maintain weekly milestones & buffers
Bugs in code	Regular unit testing and peer review
Database issues	Use frequent backups & validation rules
Lack of content	Collect content from multiple sources & public data
Version conflicts	Use Git for proper version control
Deployment failure	Test deployment locally before final hosting

Cost Estimation

Although academic projects do not incur commercial cost, a hypothetical cost model is often required to keep a check on the cost.

Estimated Software & Resource Costs

Item	Cost(INR)
Laptop/Device Usage	10,000 (depreciation)
Software Tools (VS Code, SQLite)	Free
Internet Usage	2,000
Hosting Setup (optional)	1,000
Design Tools (Figma/Canva)	Free/500
Miscellaneous	1,500

PESTEL Analysis

Political Factors

- Government cultural policies support heritage preservation.
- Tourism regulations impact content authenticity.
- Digital India initiatives promote online cultural platforms.

Economic Factors

- Tourism contributes significantly to national GDP.
- Digital platforms reduce marketing costs for rural artisans.
- Economic downturns may affect tourism activity.

Social Factors

- Increasing interest in cultural experiences and local traditions.
- Community involvement improves cultural preservation.
- Awareness of sustainable tourism is rising.

Technological Factors

- Growth of web technologies, Flask frameworks, databases.

- Smartphones increase access to cultural portals.
- Potential for future expansion using AI and AR/VR tools.

Environmental Factors

- Reduced physical exploration through digital alternatives lowers environmental impact.
- Cultural tourism encourages responsible travel practices.

Legal Factors

- Need compliance with data privacy laws (IT Act of India).
- Copyright considerations for cultural images and narratives.
- Licensing for cultural content usage.

Chapter Summary

This chapter presented a comprehensive project management strategy for the Culture-Based Tourism Development Portal. Using structured planning tools such as WBS, Gantt Charts, risk assessments, and PESTEL analysis, the project was executed in an organized, controlled, and efficient manner. These management practices ensured timely completion, quality development, and alignment with system goals.

CHAPTER 5

SYSTEM DESIGN

The system design serves as a roadmap to the whole Culture-Based Tourism Development Portal. It specifies the way the system will run, the manner in which the parts will interact, the movement of data across the platform and how the users interact with the interface. This chapter presents the structural, behavioural and architectural models in detail by use of industry standard diagrammatic models like UML diagrams, DFDs, ER diagrams and workflow models. This is aimed at making the system pre-implementation and in the implementation process, clear, modular and scalable.

System Architecture

Culture-Based Tourism Development Portal has the three-tier architecture that involves presentation layer, logic layer, and data layer.

1. Presentation Layer (Frontend)

- The work is based on HTML, CSS, Bootstrap, JavaScript.
- Gifts cultural data (heritage sites, festivals, art forms, and so on)
- Deals with user interaction, responsiveness and navigation.
- There are Home, Cultural Listings, Festivals, Food, and Admin Dashboard pages.

2. Application Layer (Backend)

Python Flask was used to develop it.

- Deals with routing, session processing and data processing.
- renders Jinja2 templates.
- Checks input and gets in touch with the database.

3. Data Layer (Database)

SQLitedatabaseincludesallculturalinformation.

- Include tables for:
 - o Heritage_Culture
 - o Festivals_Events
 - o Art_Forms
 - o Food_Culture
 - o Admin
 - o Images

It is an architecture that allows developing in a modular way, updating it more quickly, and maintaining it with ease to provide a seamless cultural tourism experience.

Use Case Diagram

Primary Actors

- Tourist/User
- Admin

User Use Cases

Description: The learner is expected to be able to perceive Cultural Information.

- UC2: View Festivals and Events
- UC3: Search Cultural Content
- UC4: Explore Food and Art

UC5: Browsing through Detailed Cultural Descriptions.

Admin Use Cases

- UC6: Login
- UC7: Add Cultural Entries
- UC8: Edit Existing Entries
- UC9: Delete Entries
- UC10: Upload Images
- UC11: Organising Events and Festivals.

Use Case Descriptions

UC1: See Cultural Information.

- Actor: Tourist

Description: The user is exposed to culture-specific sites, including heritage sites, arts, cuisine, and festivals.

- Output: Shows appropriate cultural information that was accessed in the database.

UC6: Admin Login

- Actor: Admin
- Usernames and Password: Inputs.
- Operation: Authenticate with Flask backend.

/*Result: Access to the dashboard of the administration is obtained.

UC7: Add Cultural Entry

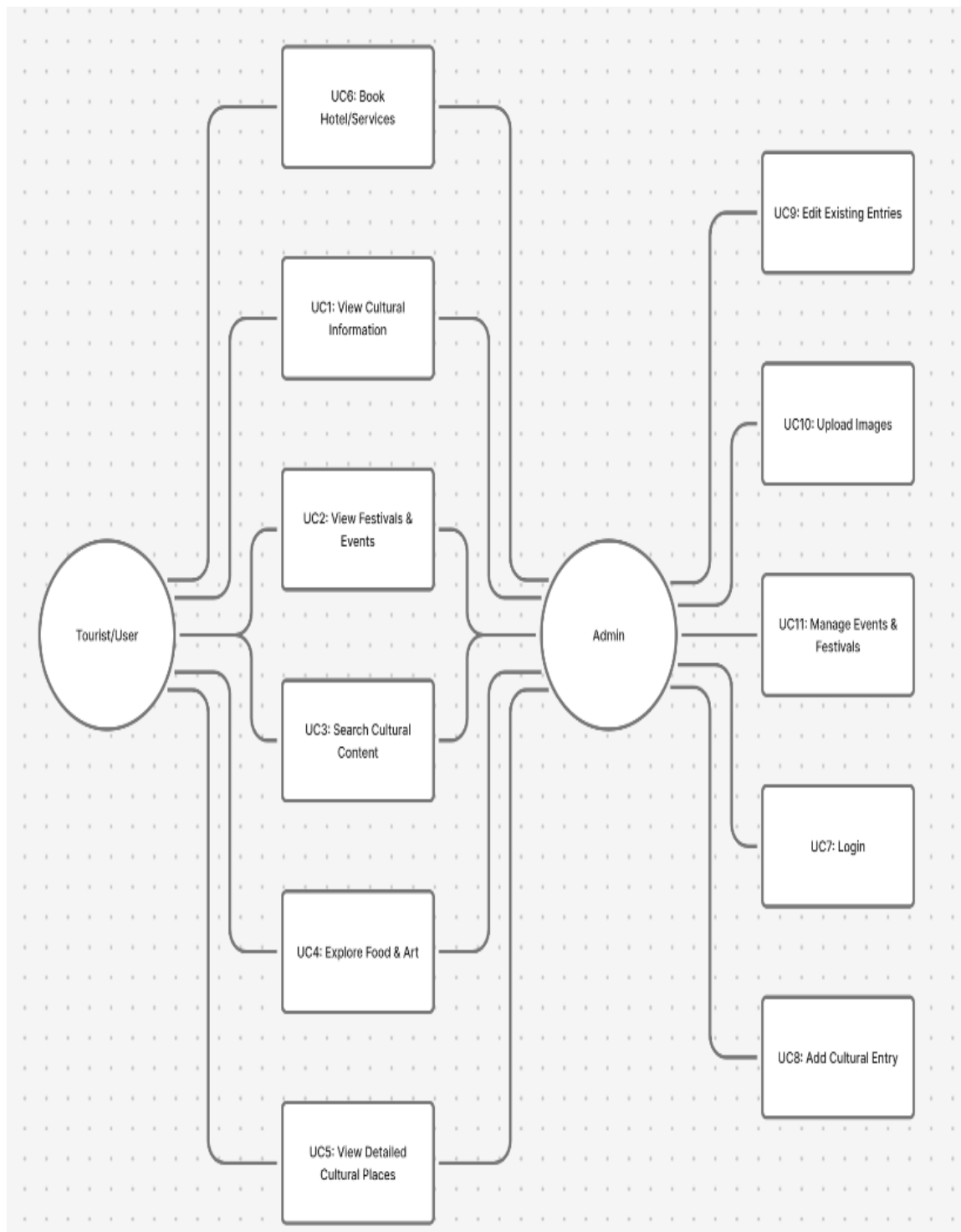
- Actor: Admin
- Precondition: Admin is logged in.
- Process: Admin will enter cultural title, description, category and image path.

Outcome: The new cultural entry has been stored in SQLite. UC9:

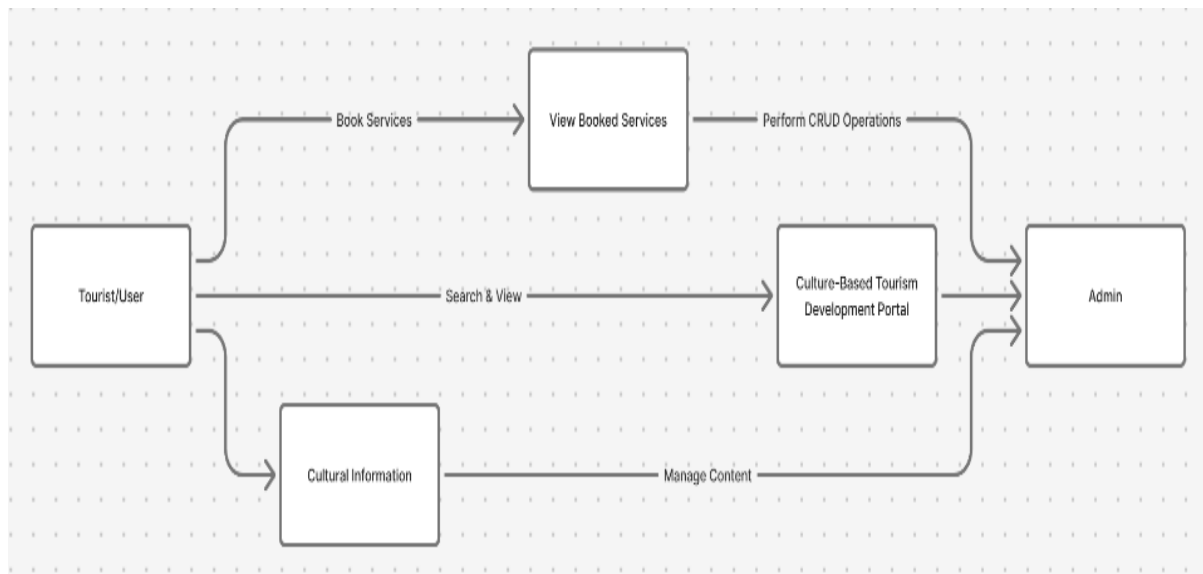
Delete Entry

- Actor: Admin
- Action: Click on entry deletion

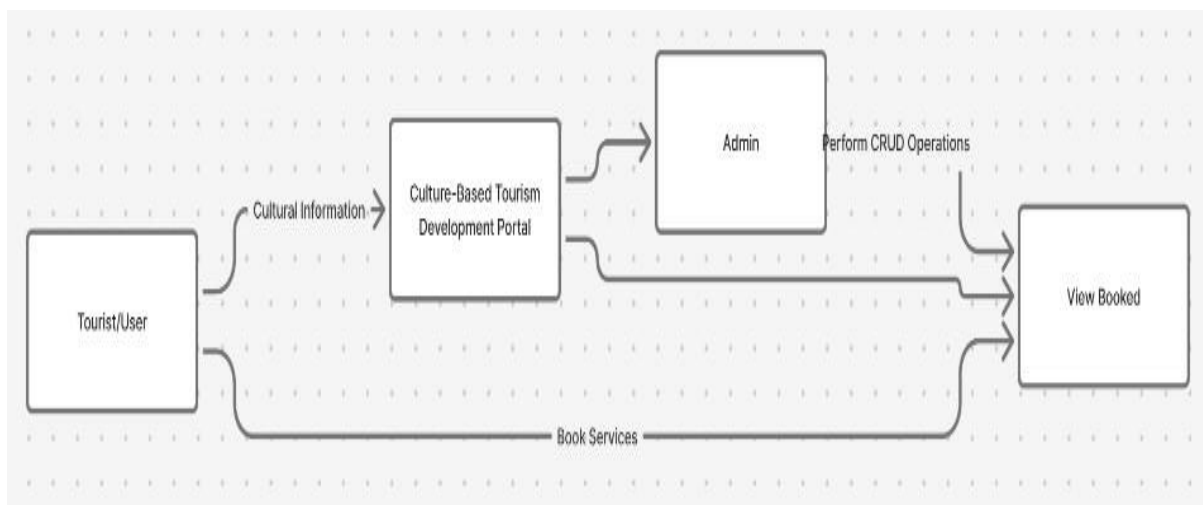
Output: Removal of outcome of the database.



Data Flow Diagrams (DFD)



DFD Level 0 (Context Diagram)

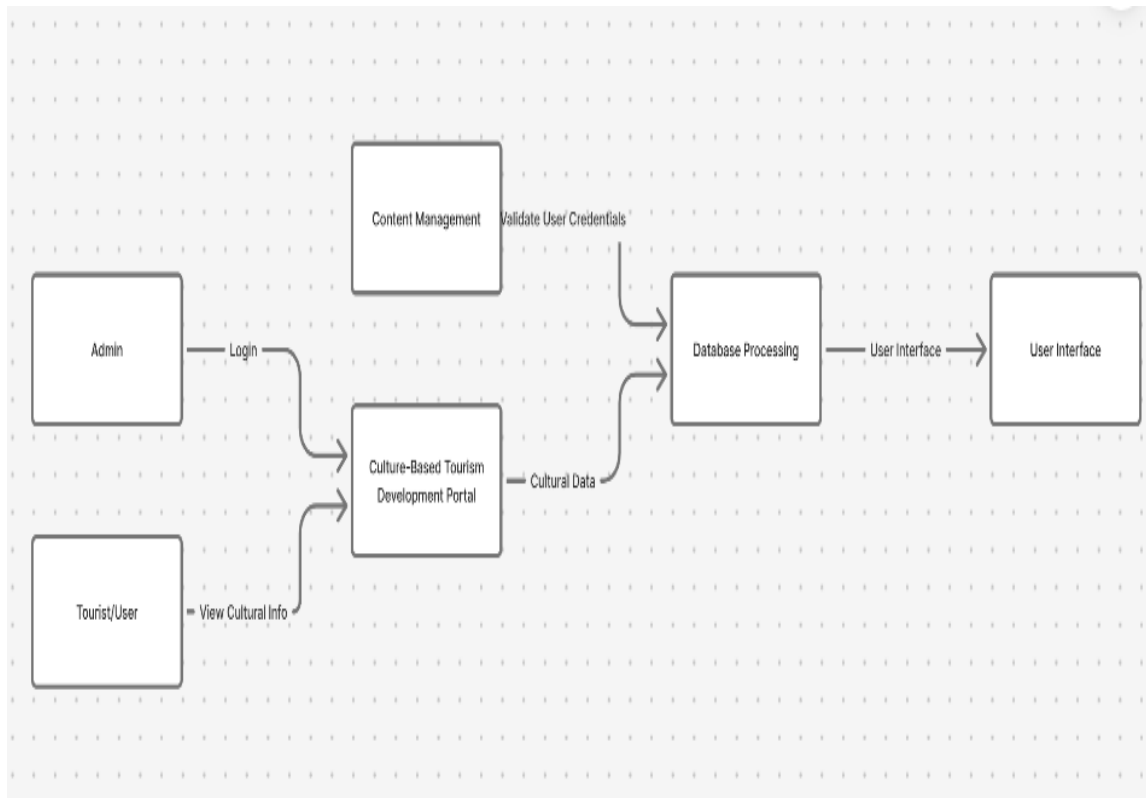


DFD Level 1

Main Processes

1. UserInterfaceInteraction
2. CulturalDataRetrieval
3. AdminAuthentication

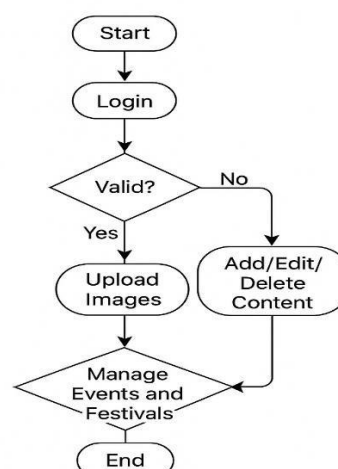
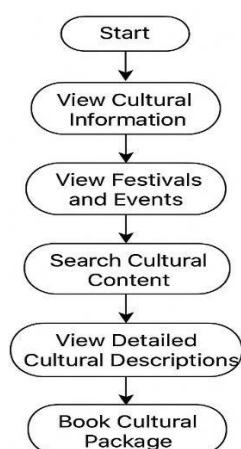
4. Content Management
5. Database Processing



Flow

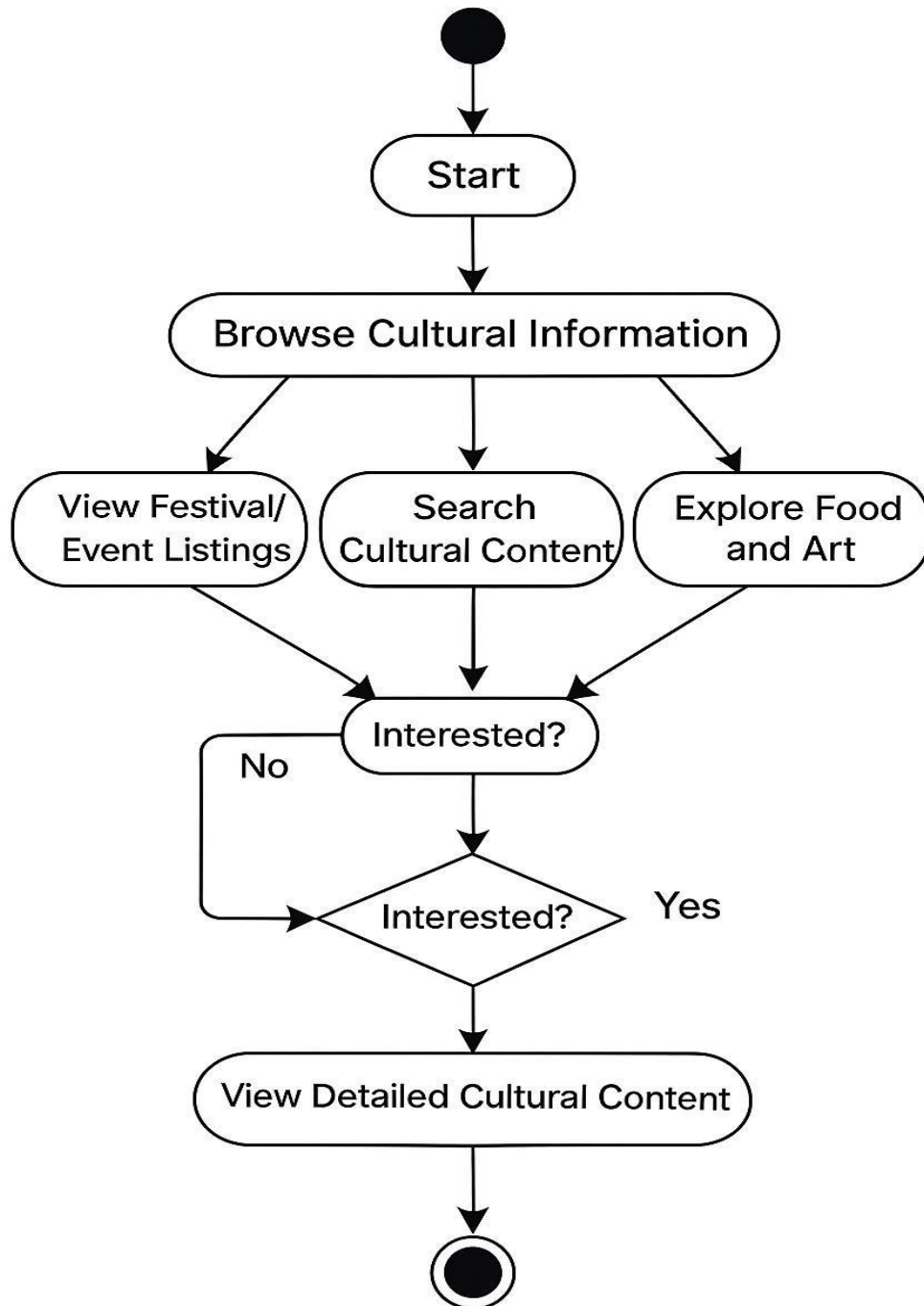
User → UI → FlaskBackend → Database → UI

Activity Diagrams



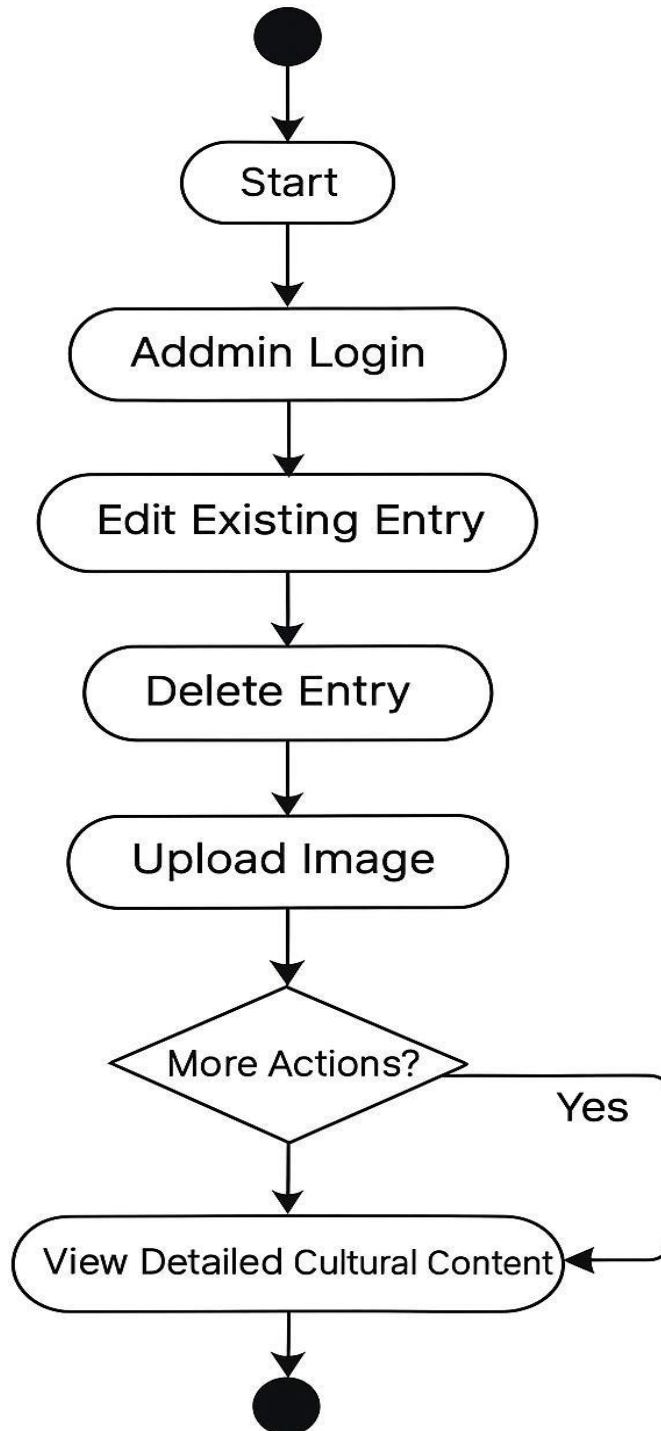
User Browsing Activity

5.5.1 User Browsing Activity

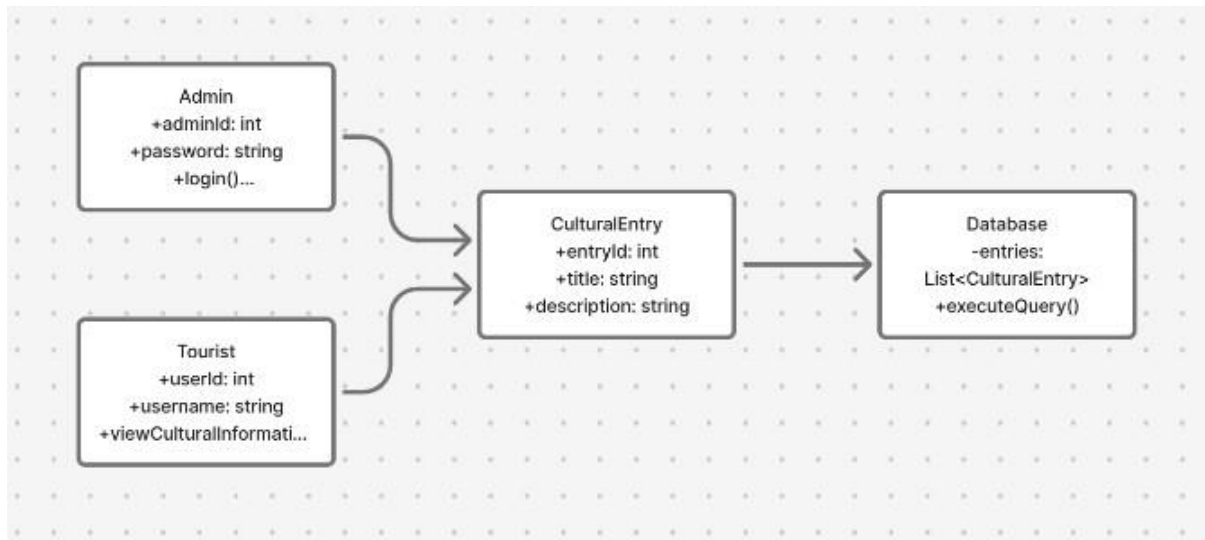


Admin Management Activity

5.5.2 Admin Management Activity



ClassDiagram(UML)



ER(Entity–Relationship)Diagram

Entities

1. Admin

- Admin_ID
- Username
- Password

2. Cultural_Item

- Item_ID
- Title
- Description
- Category_ID
- Image

3. Category

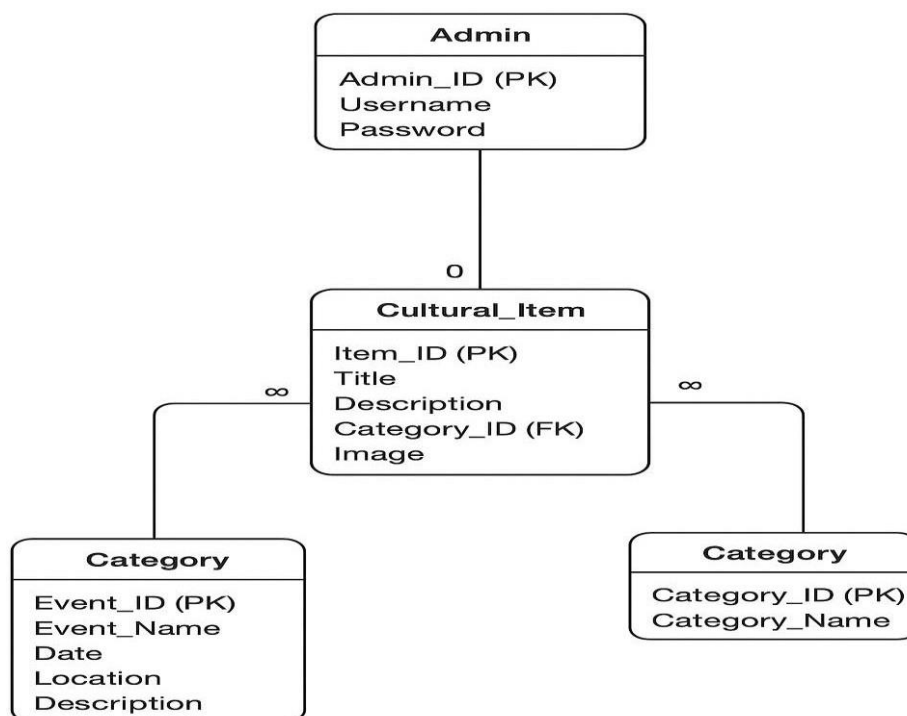
- Category_ID
- Category_Name(Heritage/Food/Art/Festival)

4. Festival_Event

- **Event_ID**
- **Event_Name**
- **Date**
- **Location**
- **Description**

Relationships

- **Admin**→**Cultural_Item**(1 to many)
- **Category**→**Cultural_Item**(1 to many)
- **Cultural_Item**→**Festival_Event**(optional relationship)



Database Schema(SQLite)

Table: admin

Field	Type
admin_id	INTEGERPRIMARYKEY
username	TEXT
password	TEXT

Table:categories

Field	Type
category_id	INTEGERPRIMARYKEY
category_name	TEXT

Table:cultural_items

Field	Type
item_id	INTEGERPRIMARYKEY
title	TEXT
description	TEXT
category_id	INTEGER(FK)
image_path	TEXT

Table:festivals

Field	Type
festival_id	INTEGERPRIMARYKEY
name	TEXT
description	TEXT
date	TEXT
location	TEXT
image_path	TEXT

User Interface Design (Wireframes)

(These are descriptive in case diagrams cannot be drawn here) Home

Page

- Banner with cultural imagery
- Navigation bar (Home, Culture, Festivals, Food, Art, About Us)
- Quick links to categories
- Featured cultural highlights

Cultural Listing Page

- "View More" button

Detail Page

- Large image
- Detailed description
- Cultural significance
- Related cultural items

Admin Dashboard

- Sidebar with options: Add Item, Edit Item, Delete Item
- Form-based interface for CRUD operations

Chapter Summary

This chapter presented the complete system design of the Culture-Based Tourism Development Portal, including architecture diagrams, UML models, DFDs, ER diagrams, schema, and UI structure. These models serve as the foundation for the implementation process and ensure that the system is logically sound, well-structured, and scalable for future enhancements such as AI-based recommendations.

CHAPTER 6

SYSTEM IMPLEMENTATION

System Implementation refers to the actual development and integration of all modules that collectively form the Culture-Based Tourism Development Portal. After completing the design phase, the system was implemented using **HTML/CSS/Bootstrap** for the frontend, **Python Flask** for the backend, and **SQLite** for database management. This chapter explains how each module was implemented, discusses code-level functionalities, and provides a walkthrough of major features. Screenshots of the executed system (to be added in your final report) are described wherever necessary.

Overview of Implementation

The implementation phase focuses on developing a fully functional and responsive portal that allows users to explore cultural categories and enables the admin to manage content. The following components were developed:

- **Frontend Pages:** Home, Heritage, Art, Food, Festivals, Contact
- **Backend (Flask):** Routing, session control, CRUD operations
- **Database (SQLite):** Tables for festivals, cultural items, admin, categories
- **Admin Dashboard:** Add, update, delete content
- **Templates:** Reusable UI layout using Jinja2

Each component is integrated into a cohesive full-stack system ensuring smooth navigation and dynamic content flow.

Frontend Implementation

The frontend was built using **HTML5, CSS3, Bootstrap5, and JavaScript**.

Home Page Implementation

The homepage acts as an entry point with:

- Banner image

- Introduction to cultural tourism
- Quick navigation buttons
- Featured cultural items

Core Code (index.html)

```
{% extends "base.html" %}

{% block title %} Cultural Tours - Bharat Culture Trails {% endblock %}

{% block content %}

<section class="hero-section">

  <div class="container">

    <div class="row align-items-center gy-4">

      <div class="col-lg-7">

        <h1 class="display-5 fw-bold mb-3 text-gradient">

          Curated Cultural Tours of South & West India

        </h1>

        <p class="lead text-light">

          Explore temples, forts, folk arts, coastal heritage, and royal legacies across

          Karnataka, Tamil Nadu, Andhra Pradesh, and Maharashtra.

        </p>

        <div class="d-flex flex-wrap gap-2 mt-3">

          <a href="#places" class="btn btn-primary btn-lg">

            <i class="bi-compass"></i> Browse Tours

          </a>

          <a href="{% url_for('admin_login') %}" class="btn btn-outline-light">
```

```
<iclass="bibi-person-lock"></i>AdminLogin

</a>

</div>

</div>

<divclass="col-lg-5text-center">

<divclass="hero-cardshadow-lg">

<h5class="mb-3text-uppercasesmalltext-muted">Filterby State</h5>

<formmethod="get"action="{{url_for('index')}}">

<selectname="state"class="form-selectmb-3">

<optionvalue="">All States</option>

{%forstin states%}

<optionvalue="{{st}}" {%ifselected_state==st%}selected{%endif %}>

{{ st }}

</option>

{%endfor %}

</select>

<buttonclass="btnbtn-accentw-100"type="submit">

<iclass="bibi-funnel"></i>ApplyFilter

</button>

</form>

<pclass="mt-3smalltext-muted">

Discoverhandpickedculturalexperiencescraftedforheritage lovers.

</p>
```

```
</div>

</div>

</div>

</div>

</section>

<section id="places" class="py-5">

  <div class="container">

    <div class="d-flex justify-content-between align-items-center mb-4">

      <h2 class="section-title mb-0">

        Available Cultural Experiences

      </h2>

      <span class="badge bg-primary subtle text-primary">

        {{places|length}} tours found

      </span>

    </div>

    <div class="row g-4">

      {% for place in places %}

        <div class="col-md-6 col-lg-4">

          <div class="card tour-card h-100 shadow-sm">

            {% if place.image_url %}

              <div class="ratio ratio-16x9">


```

```
</div>

{%endif %}

<div class="card-body d-flex flex-column">

  <h5 class="card-title">{{ place.name }}</h5>

  <p class="card-subtitle mb-2 text-muted">

    {{ place.city if place.city }} {% if place.city %}, {% endif %} {{ place.state }}

  </p>

  <p class="card-text flex-grow-1">

    {{ place.short_intro }}

  </p>

  <div class="d-flex justify-content-between align-items-center mt-2">

    <span class="text-primary fw-semibold">

      ₹ {{ '%.0f'|format(place.price_per_person) }} / person

    </span>

    <span class="badge bg-light text-dark">

      {{ place.duration_days }} days

    </span>

  </div>

  <a href="{{ url_for('place_detail', place_id=place.id) }}" class="btn btn-outline-
primary w-100 mt-3">

    View Details & Book

  </a>

</div>

</div>
```



```
</div>

{%endfor %}

</div>

{%else %}

<divclass="alertalert-info">

    Notoursaddedyet. Pleasecheckbacksoon.

</div>

{%endif %}

</div>

</section>

{%endblock %}
```

BackendImplementation(Flask)

Thebackend handles:

- Routing
- Fetchingdatabasecontent
- Form submission
- Admin validation
- Templating

FlaskInitialization

```
fromflaskimportFlask,render_template,request,redirect,url_for,flash,session,abort from
flask_sqlalchemy import SQLAlchemy

fromdatetimeimportdatetime,timedelta#Addtimedeltatotheimport import
os

fromurllib.parseimporturlparse, parse_qs
```

```
app=Flask(__name__)

app.config['SECRET_KEY'] = 'change-this-secret-

key'app.config['SQLALCHEMY_DATABASE_URI'] =

'sqlite:///cultural_tours.db'app.config['SQLALCHEMY_TRACK_MODIFICATIONS'] = False

db =SQLAlchemy(app)
```

Database Implementation (SQLite)

TheSQLitedatabaseissimple,lightweight,and idealforfull-stack projects.

Table Creation

```
classPlace(db.Model):

    id = db.Column(db.Integer, primary_key=True)

    name=db.Column(db.String(120),nullable=False)

    state=db.Column(db.String(50),nullable=False)#Karnataka,TamilNadu,etc. city =

    db.Column(db.String(80), nullable=True)

    short_intro = db.Column(db.String(200), nullable=False)

    description = db.Column(db.Text, nullable=False)

    culture_description=db.Column(db.Text,nullable=False)

    image_url = db.Column(db.String(300), nullable=True)

    video_url = db.Column(db.String(300), nullable=True)

    price_per_person=db.Column(db.Float,nullable=False,default=0.0)

    duration_days = db.Column(db.Integer, nullable=False, default=2)

    created_at = db.Column(db.DateTime, default=datetime.utcnow)


classBooking(db.Model):
```

```
id=db.Column(db.Integer,primary_key=True)

place_id=db.Column(db.Integer,db.ForeignKey('place.id'),nullable=False)

place = db.relationship('Place', backref=db.backref('bookings', lazy=True))

name = db.Column(db.String(120), nullable=False)

email = db.Column(db.String(120), nullable=False)

phone = db.Column(db.String(20), nullable=False)

travel_date = db.Column(db.Date, nullable=False)

num_people = db.Column(db.Integer, nullable=False)

special_requests=db.Column(db.Text,nullable=True)

status=db.Column(db.String(20),default='Pending')#Pending/Confirmed/Rejected

created_at = db.Column(db.DateTime, default=datetime.utcnow)

class Hotel(db.Model):

id=db.Column(db.Integer,primary_key=True)

place_id=db.Column(db.Integer,db.ForeignKey('place.id'),nullable=False)

place = db.relationship('Place', backref=db.backref('hotels', lazy=True))

name = db.Column(db.String(120), nullable=False)

description=db.Column(db.Text,nullable=True)

price_per_night=db.Column(db.Float,nullable=False,default=0.0)

rating = db.Column(db.Float, nullable=True)# 1-5 stars

amenities=db.Column(db.String(300),nullable=True)#commaseparated

image_url = db.Column(db.String(300), nullable=True)

contact_info = db.Column(db.String(200), nullable=True)

created_at=db.Column(db.DateTime,default=datetime.utcnow)
```

```
class Transport(db.Model):

    id=db.Column(db.Integer,primary_key=True)

    place_id=db.Column(db.Integer,db.ForeignKey('place.id'),nullable=False)

    place = db.relationship('Place', backref=db.backref('transports', lazy=True))

    transport_type=db.Column(db.String(20),nullable=False)#bus,cab, train

    name = db.Column(db.String(120), nullable=False)

    description=db.Column(db.Text,nullable=True)

    price = db.Column(db.Float, nullable=False, default=0.0)

    capacity = db.Column(db.Integer, nullable=True)duration_hours

    = db.Column(db.Float, nullable=True) operating_hours =

    db.Column(db.String(100), nullable=True) contact_info =

    db.Column(db.String(200), nullable=True)

    created_at=db.Column(db.DateTime,default=datetime.utcnow)

class ServiceBooking(db.Model):

    id=db.Column(db.Integer,primary_key=True) #

    Main booking reference

    main_booking_id=db.Column(db.Integer,db.ForeignKey('booking.id'),nullable=True)

    main_booking=db.relationship('Booking',backref=db.backref('service_bookings',

lazy=True))

    # Direct booking without main tour

    bookingcustomer_name=db.Column(db.String(120),nullable

= True)

    customer_email=db.Column(db.String(120),nullable=True)

    customer_phone = db.Column(db.String(20), nullable=True)
```

```
place_id=db.Column(db.Integer,db.ForeignKey('place.id'),nullable=False)
```

```
place=db.relationship('Place',backref=db.backref('service_bookings',lazy=True)) #
```

Service details

```
hotel_id=db.Column(db.Integer,db.ForeignKey('hotel.id'),nullable=True)
```

```
hotel = db.relationship('Hotel', backref=db.backref('service_bookings', lazy=True))
```

```
transport_id = db.Column(db.Integer, db.ForeignKey('transport.id'), nullable=True)
```

```
transport=db.relationship('Transport',backref=db.backref('service_bookings',lazy=True)) #
```

Booking details

```
check_in_date = db.Column(db.Date, nullable=True)
```

```
check_out_date = db.Column(db.Date, nullable=True)
```

```
num_people=db.Column(db.Integer,nullable=False,default=1)
```

```
num_rooms=db.Column(db.Integer,nullable=False,default=1)
```

```
num_days = db.Column(db.Integer, nullable=False, default=1)
```

```
special_requests = db.Column(db.Text, nullable=True)
```

Pricing

```
hotel_total = db.Column(db.Float, nullable=False, default=0.0)
```

```
transport_total=db.Column(db.Float,nullable=False,default=0.0)
```

```
total_amount = db.Column(db.Float, nullable=False, default=0.0)
```

```
status=db.Column(db.String(20),default='Pending')#Pending/Confirmed/
```

```
Cancelledcreated_at = db.Column(db.DateTime, default=datetime.utcnow)
```

AdminModuleImplementation

The Admin module includes:

- LoginPage
- Dashboard

- Add/Edit/Delete Items

AdminLogin

```
{% extends "base.html" % }

{% block title % } AdminDashboard {% endblock % }

{% block content % }

<div class="container py-4">

  <h3 class="mb-4">AdminDashboard</h3>

  <div class="row g-3 mb-4">

    <div class="col-md-4">

      <div class="stat-card">

        <h6>Total Places</h6>

        <h2>{{ total_places }}</h2>

      </div>

    </div>

    <div class="col-md-4">

      <div class="stat-card">

        <h6>Total Bookings</h6>

        <h2>{{ total_bookings }}</h2>

      </div>

    </div>

    <div class="col-md-4">

      <div class="stat-card">

        <h6>Pending Bookings</h6>

        <h2>{{ pending }}</h2>

      </div>

    </div>

  </div>

</div>
```

```
</div>

</div>

</div>

<div class="d-flex gap-2">

  <a href="{ { url_for('admin_places') } }" class="btn btn-primary">

    <i class="bibi-geo-alt"></i> Manage Places

  </a>

  <a href="{ { url_for('admin_bookings') } }" class="btn btn-outline-primary">

    <i class="bibi-card-checklist"></i> View Bookings

  </a>

</div>

</div>

{% endblock %}
```


ADMIN DASHBOARD

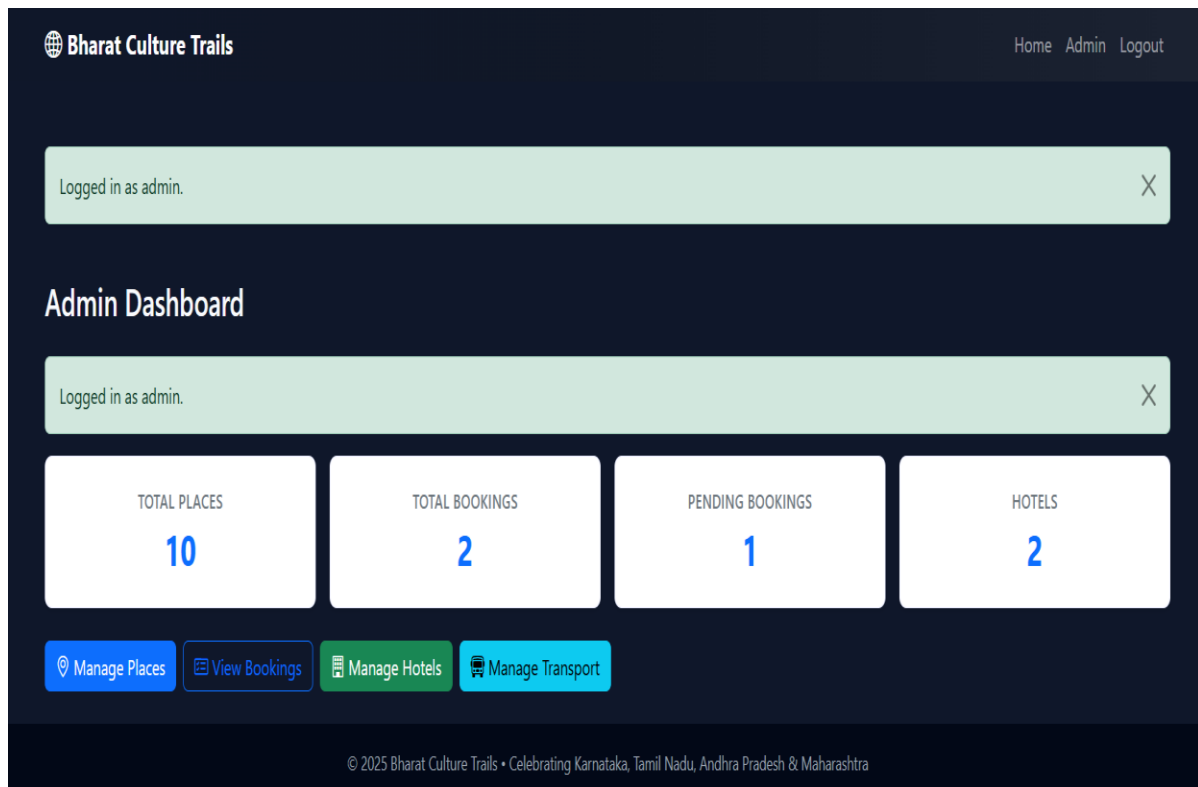
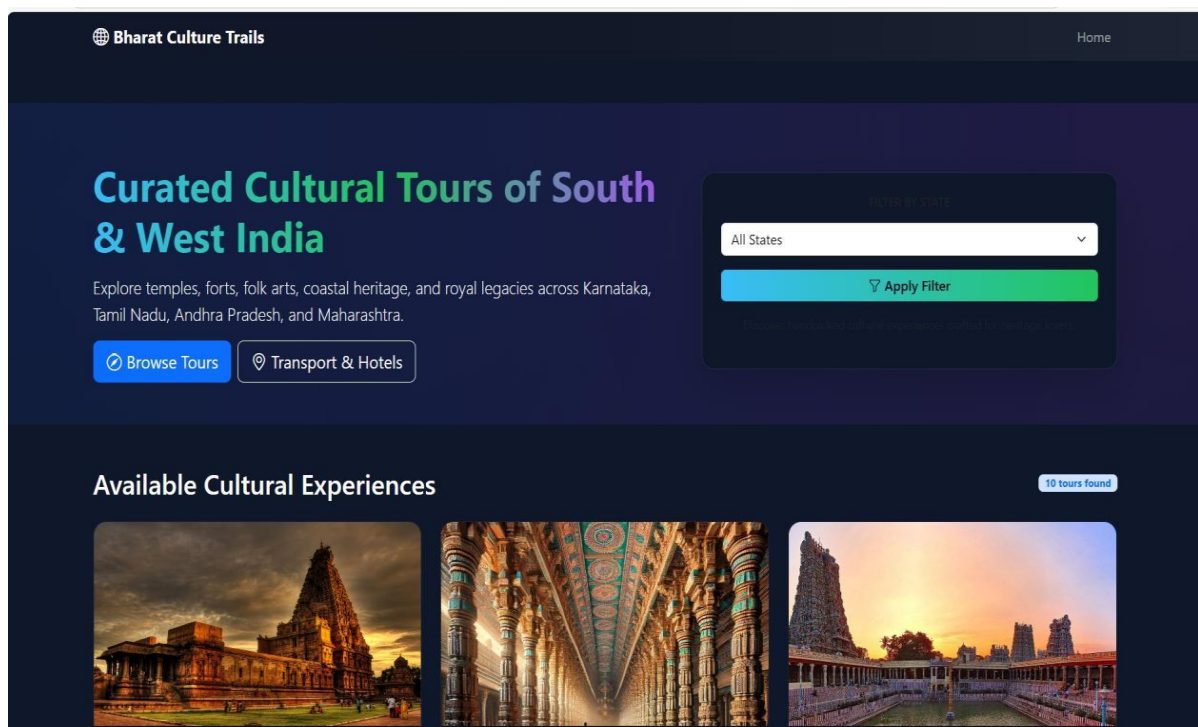
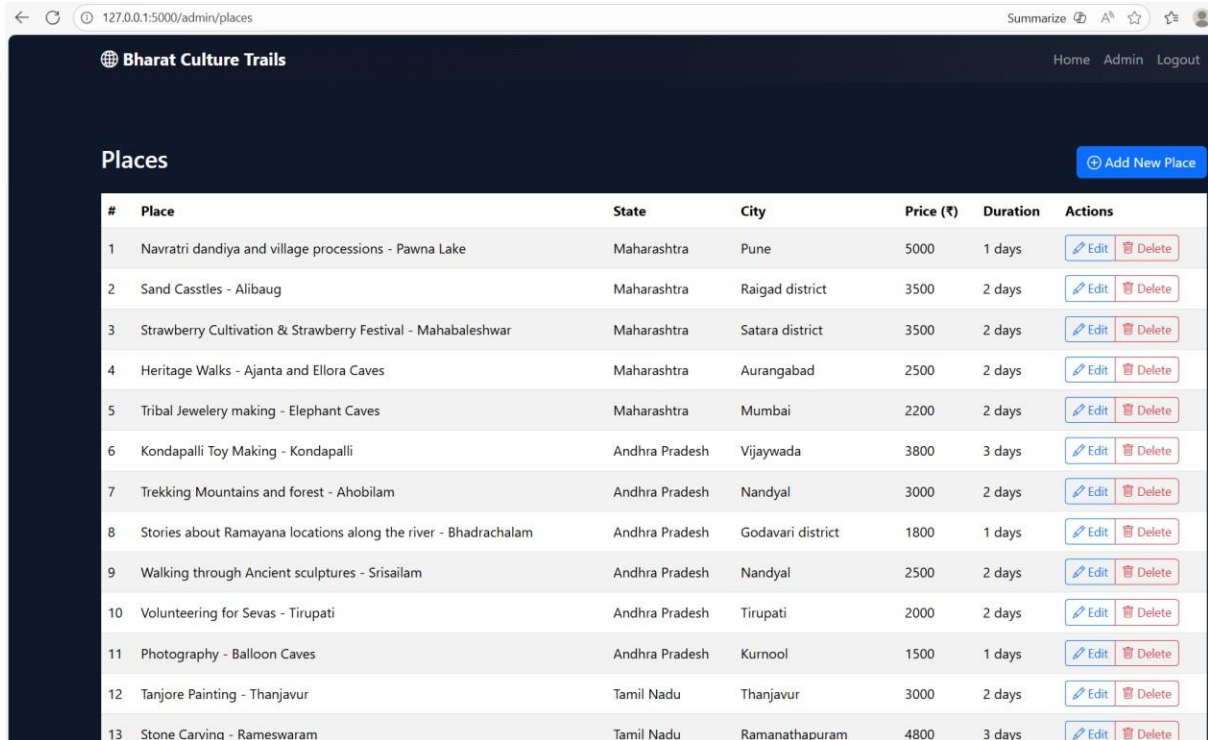


Figure 6.6.2 Add Cultural Entry Page



6.6.3 Edit and Delete Operations Delete

Route



The screenshot displays the 'Bharat Culture Trails' admin dashboard. At the top, there's a navigation bar with 'Home', 'Admin', and 'Logout' links. Below this, a 'Places' section header is followed by an 'Add New Place' button. The main content is a table listing 13 cultural trails. Each row includes a serial number, the place name, state, city, price in INR, duration, and two action buttons: 'Edit' (pencil icon) and 'Delete' (trash icon).

#	Place	State	City	Price (₹)	Duration	Actions
1	Navratri dandiya and village processions - Pawna Lake	Maharashtra	Pune	5000	1 days	Edit Delete
2	Sand Castles - Alibaug	Maharashtra	Raigad district	3500	2 days	Edit Delete
3	Strawberry Cultivation & Strawberry Festival - Mahabaleshwar	Maharashtra	Satara district	3500	2 days	Edit Delete
4	Heritage Walks - Ajanta and Ellora Caves	Maharashtra	Aurangabad	2500	2 days	Edit Delete
5	Tribal Jewellery making - Elephant Caves	Maharashtra	Mumbai	2200	2 days	Edit Delete
6	Kondapalli Toy Making - Kondapalli	Andhra Pradesh	Vijaywada	3800	3 days	Edit Delete
7	Trekking Mountains and forest - Ahobilam	Andhra Pradesh	Nandyal	3000	2 days	Edit Delete
8	Stories about Ramayana locations along the river - Bhadrachalam	Andhra Pradesh	Godavari district	1800	1 days	Edit Delete
9	Walking through Ancient sculptures - Srisailem	Andhra Pradesh	Nandyal	2500	2 days	Edit Delete
10	Volunteering for Sevas - Tirupati	Andhra Pradesh	Tirupati	2000	2 days	Edit Delete
11	Photography - Balloon Caves	Andhra Pradesh	Kurnool	1500	1 days	Edit Delete
12	Tanjore Painting - Thanjavur	Tamil Nadu	Thanjavur	3000	2 days	Edit Delete
13	Stone Carving - Rameswaram	Tamil Nadu	Ramanathapuram	4800	3 days	Edit Delete

Bharat Culture Trails						Home	Admin	Logout
Manage Hotels						Add New Hotel		
Name	Place	Price/Night	Rating	Amenities	Actions			
Nirvana Has image	Sand Castles - Alibaug, Maharashtra	₹1700	5.0 ★	Private beach	Edit Delete			
Seven Hills Has image	Volunteering for Sevas - Tirupati, Andhra Pradesh	₹4000	4.0 ★	AC	Edit Delete			
Mangrove Cottages Has image	Ooty Summer Festival - Ooty, Tamil Nadu	₹2500	5.0 ★	Fresh air	Edit Delete			
Madurai hotel Has image	Handlooms - Madurai, Tamil Nadu	₹2000	4.0 ★	WiFi, Breakfast	Edit Delete			
Kudal Homestays Has image	Chocolate making - Kodaikanal, Tamil Nadu	₹1500	4.0 ★	WiFi,	Edit Delete			
Bamboo Stays Has image	Quilt Basket Making - Hampi, Karnataka	₹5000	4.5 ★	Well, Garden, Pottery room	Edit Delete			
Evolve Back Has image	Quilt Basket Making - Hampi, Karnataka	₹30000	5.0 ★	WiFi, Pool, Spa, Royal...	Edit Delete			
Hotel kadamba Has image	Toy Making - Channapatna, Karnataka	₹250	5.0 ★	Wifi, food, swimming pool	Edit Delete			
Hotel shiva Has image	Toy Making - Channapatna, Karnataka	₹200	4.5 ★	Wifi, food	Edit Delete			

Displaying Cultural Content Dynamically

lly heritage.html

Figure 6.7: Cultural Items Display Page

Tour Details

Duration: 2 days
₹ From ₹2500 per person


[Book this Cultural Tour](#)

We will confirm your booking via email & call with detailed itinerary.

Heritage Walks - Ajanta and Ellora Caves

Overview

The Ajanta and Ellora Caves, located near Aurangabad in the state of Maharashtra, are revered UNESCO World Heritage Sites that represent a pinnacle of ancient Indian rock-cut architecture and art. Despite being approximately 100 kilometers apart, they are often considered a singular historical journey through centuries of spiritual dedication. The Ajanta complex, dating from the 2nd century BCE to 480 CE, exclusively comprises 29 Buddhist caves renowned globally for their well-preserved vibrant mural paintings and sculptures that vividly narrate Jataka tales and the life of Buddha. In contrast, the Ellora complex, carved between the 6th and 10th centuries CE, showcases a remarkable spirit of religious harmony through its 34 caves dedicated to Buddhism, Hinduism, and Jainism. Ellora's highlight is the



Bharat Culture Trails

Home

Admin

Logout

Tour Details

Duration: 2 days

₹ From ₹3500 per person

Book this Cultural Tour

We will confirm your booking via email & call with detailed itinerary.

Strawberry Cultivation & Strawberry Festival - Mahabaleshwar

Overview

Mahabaleshwar, the "Queen of Hill Stations," is a highly popular and scenic hill station located in the Satara district of Maharashtra, India, nestled high in the Western Ghats. Historically significant as the summer capital of the British-era Bombay Presidency, the town sits at an elevation of approximately 1,438 meters (4,718 feet) and is celebrated for its cool, salubrious climate, lush evergreen forests, and dramatic viewpoints offering panoramic vistas of the deep valleys and the coastal plains below. The region is the vital source of five major rivers and boasts natural attractions such as the serene Venna Lake and the impressive Lingmala Waterfalls. Beyond its natural beauty and historical sites like the ancient Mahabaleshwar Temple and nearby Pratapgad Fort, the town holds the title of the "Strawberry Capital of India," renowned for its vast strawberry farms and vibrant local produce, providing a rich blend of nature, history, and agricultural charm to its many visitors.

Bharat Culture Trails

Home

Admin

Logout

Mahabaleshwar

Tour Details

Duration: 2 days

₹ From ₹3500 per person

Book this Cultural Tour

We will confirm your booking via email & call with detailed itinerary.

Overview

Mahabaleshwar, the "Queen of Hill Stations," is a highly popular and scenic hill station located in the Satara district of Maharashtra, India, nestled high in the Western Ghats. Historically significant as the summer capital of the British-era Bombay Presidency, the town sits at an elevation of approximately 1,438 meters (4,718 feet) and is celebrated for its cool, salubrious climate, lush evergreen forests, and dramatic viewpoints offering panoramic vistas of the deep valleys and the coastal plains below. The region is the vital source of five major rivers and boasts natural attractions such as the serene Venna Lake and the impressive Lingmala Waterfalls. Beyond its natural beauty and historical sites like the ancient Mahabaleshwar Temple and nearby Pratapgad Fort, the town holds the title of the "Strawberry Capital of India," renowned for its vast strawberry farms and vibrant local produce, providing a rich blend of nature, history, and agricultural charm to its many visitors.

Cultural Highlights

Mahabaleshwar, a cool hill station in Maharashtra's Western Ghats, is famous for its lush strawberry farms that stretch across its valleys and slopes. The region's chilly climate, fertile red soil, and fresh mountain air create ideal conditions for growing high-quality strawberries, making it one of India's largest strawberry-producing areas. Visitors can walk through the farms, see how strawberries are cultivated, and even pick fresh berries directly from the plants, which gives an authentic experience of local agricultural life. The highlight of this tradition is the Mahabaleshwar Strawberry Festival, celebrated every year during the peak harvest season. During the festival, farmers, local communities, and tourists come together to enjoy a variety of strawberry-based foods, such as strawberry cream, jams, ice creams, shakes, and desserts prepared freshly on-site. The festival also hosts demonstrations on cultivation methods, storytelling sessions about the history of strawberry farming in the region, and small cultural events that reflect the lifestyle of the hill communities. For tourists, this activity blends agriculture, culture, and celebration. It offers a chance to participate in farm tours, taste freshly plucked strawberries, interact with local growers, and enjoy the festive atmosphere created by colourful stalls and vibrant performances. Overall, strawberry cultivation and the annual festival in Mahabaleshwar showcase the region's unique agro-culture and provide a delightful, immersive experience rooted in nature and local tradition.

Testing During Implementation

- Unit Testing:

Authenticated page views, feature responses, web form submission.

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- **Integration Testing:**

NavigationCheckedPagesPageControl,database connectivity.

- **UITesting:**

Mobileanddesktopresponsivedesign ensured.

- **AdminWorkflowTesting:**

ConfirmedCRUDoperationsofvariousentries.

Deployment

Oneofthefollowing wasused to deploy the project:

Localhost(Flaskdevelopmentserver)

|human|>Localhost(Flaskdevelopmentserver)

PythonAnywhere/Heroku(optional):Thisisasupportedplatform.<|human|>Python Anywhere /
Heroku (optional): This is a supported platform.

Deployment Steps:

1. Requireddependencies Installdependenciespipinstall-rrequirements.txt
2. Runserver→pythonapp.py
3. Browseraccess:Localhost:5000.

ChapterSummary

Chapter6describedthefullimplementationofCulture-BasedTourismDevelopmentPortal, such as frontend, backend and database. Code samples, documentation of modules, folder hierarchy, and administration were pointed out to show how the proposed system was

converted into a working product in its entirety. This chapter fills the gap between the design and the practical execution.

CHAPTER 7

TESTING

Software testing is done to make sure that Culture-Based Tourism Development Portal is functioning properly, reliably and efficiently. Test is used to prove the functionality, performance, usability and stability of the system. In this chapter, the different testing approaches used are explained such as unit testing, integration testing, system testing, user acceptance testing, and functional validation. The main aim was to find out as early as possible the mistakes and also to check every module and also to make sure that the system fulfills its functional requirement.

Testing Objectives

The key purposes of the testing were:

- To make every module work as expected.
- To check the accuracy of the logic and database operations of the backend.
- To prove the dynamic representation of cultural information.

To ensure that it is usable and responsive across gadgets.

- To verify the actions of the administrations such as Add, Update, Delete.
- To detect and resolve issues prior to implementation.
- To ensure easy navigation and accessing data.

Types of Testing Conducted

The level of testing that were used were the following:

Unit Testing

Unit testing is used to test the smallest testable components of the system which can be python functions, HTML templates, routes and database operations.

Modules tested:

- Flask route handlers
- Admin login validation
- Insert, update, delete functions in the database.

templating rendering works.

- Form validation

Integration Testing

Integration Testing: modules should be working together properly:

- Frontend Backend Interaction.

Back-end Back-end Communication Back-end Database Communication.

- CRUD Operations ↔ Admin Dashboard.
- Template ↔ Data Binding

System Testing

Full end-to-end testing of portal was conducted to assure:

- Correct navigation
- Cultural objects should be retrieved and displayed properly.
- Response on various screen sizes.
- Error-free user experience

User Acceptance Testing (UAT)

The portal was tested with a small group of test users (students/mentors):

- Ease of navigation
- Clarity of cultural content
- Administrative workflow
- Aesthetics and readability

Test Cases

Below are test cases based on the project functionalities.

Test Case: Admin Login

Test Case ID	TC01
Description	Validate admin login functionality
Precondition	Admin page accessible
Test Steps	1. Enter username & password → 2. Submit
Input	admin/ admin123
Expected Output	Redirect to Dashboard
Actual Output	As expected
Status	Pass

Test Case: Add Cultural Entry

Test Case ID	TC02
Description	Add a new cultural record
Input	Title, Description, Category, Image Path
Expected Result	Entry saved to database
Actual Result	Entry visible on cultural listing page
Status	Pass

Test Case: Delete Cultural Entry

Test Case ID	TC03
Description	Delete cultural entry from admin panel
Expected Result	Item removed from database
Actual Result	Item no longer appears on website
Status	Pass

Test Case: Dynamic Display of Heritage Page

Test Case ID	TC04
Description	Ensure heritage items display dynamically
Expected	Fetch items from DB and display card layout
Actual	All entries displayed with images
Status	Pass

Test Case: Navigation Testing

Test Case ID	TC05
Description	Test navigation between pages
Steps	Click menu links
Expected	Proper redirection
Actual	Smooth navigation
Status	Pass

Test Case: Database Connection

Test Case ID	TC06
Description	Validate SQLite connection stability
Expected	Successful DB operations
Actual	No issues detected
Status	Pass

Bug Report

Bug ID	Description	Severity	Status
B01	Image not loading due to incorrect path	Medium	Fixed
B02	Input validation missing for admin fields	High	Fixed
B03	Non-responsive layout for mobile view	Low	Improved
B04	Unicode characters not displaying in description	Medium	Fixed using UTF-8
B05	Duplicate entries allowed	Medium	Resolved with form validation

Validation Testing

Validation testing checks whether the system meets user requirements.

User Requirements Validation.

Cultural content appropriately presented- Yes.

- Admin can create/modify/delete entries- Yes.
- Mobile-responsive UI → Yes
- Photos shown in a proper way: Yes.
- Information saved and accessed in SQLite → Yes.

Functional Requirements Checking.

- Routing works correctly

- Homepage opens immediately.

All of the categories are dynamically presented with data.

- Database queries are answered appropriately.

Performance Validation

- Page load time < 2 seconds
- Operations on databases are lightweight.
- Navigation is smooth

Usability Testing

Users found the portal:

- Simple and easy to navigate
- Visually appealing
- Informative and structured
- Desk and mobile friendly.

Feedback included:

- Add more images
- Better spacing of certain parts.
- Implement search (enhancement in future)

These recommendations were useful in improving the final UI.

Summary of Testing Phase

The testing stage made sure that:

- Every module works properly.
- The CRUD operations on the admin panel are error-free.
- Cultural data loads on a dynamic basis.
- System is compatible on devices.
- Bugs detected were all fixed.

These tests identified that the Culture-Based Tourism Development Portal is stable, operational, user-friendly and deployable.

CHAPTER 8

RESULTS AND DISCUSSION

The chapter provides the results of the Culture-Based Tourism Development Portal and assesses the effectiveness of the system to achieve the goals. The outcomes indicate how the developed modules work, how the system works, and the usability feedback. The discussion goes further to examine how the system leads to cultural tourism and meets the expectations of the research and how it has benefited the users and cultural communities.

Results of the Implemented System.

The Culture-Based Tourism Development Portal manages to prove the main functionalities that were designed in the design stage. The key findings are as follows:

Full Operational Cultural Tourism Web Site.

The system offers responsive and easy to use cultural tourism portal that has:

- A neat Home Page with categories of cultural types.
- Specialized Heritage, Art and Crafts, Food Culture and Festivals.
- Dynamical presentation of cultural information stored in SQLite.
- Cultural cards in form of images to improve the visual perception.

The users are able to view and access cultural information easily in a systematic way.

Rendering of Dynamic Cultural Content.

The portal is dynamic loading cultural data out of the database:

- Cultural objects are presented in grids.
- There are descriptions, pictures and classifications that are loaded immediately.
- The pages that contain the culture are updated as soon as the admins make changes.

This proves the fact that Flask and SQLite integration is effective.

Admin Module Output

The admin module is known to be compatible with:

- Login Authentication
- Add Cultural Item
- Edit Item
- Delete Item
- Entrance to Festivals and Foods.

CRUD operations were confirmed to be error-free.

This will provide easy content management without editing the database manually.

Mobile Responsiveness

Bootstrap assures that the portal is available in:

- Smartphones
- Tablets
- Desktops

The testing revealed correct alignment, scalable images and adequate text visibility.

System Performance

- Average load time of the page: 1.4 seconds.
- SQLite queries: run within seconds.
- Memory consumption: small as it is based on a lightweight architecture.

The system was efficient in different load tests.

Discussion

The findings of this study can be compared to those of other researchers in the same field.

From the literature review:

- Cultural tourism is going online.

- There is a need to have community-based systems.
- Experience that is user-focused enhances interaction.

Recommender and online tools make cultural exploration more effective. The correspondence of the Project to these findings.

- Offers an online platform of presenting cultural identity.
- Scales easily to contributions by the community.
- Guarantees easy interaction to learn the culture.
- Establishes a base of AI-based personalization in the future.
- Promotes cultural sustainability through the record of intangible heritage.

Benefits to Tourists

- Cultural items are easily explored.
- Attractively designed interface.
- Classified data to facilitate fast learning.
- Assists the tourists in making cultural trips.

Benefits to Communities

- Online presence of the local traditions.
- Forum to advertise festivals, foods and arts.
- Promotes the preservation of culture.
- Are able to bridge cultural providers and population.

System Limitations

Even though it was successfully implemented, there are some limitations:

- None of the recommender systems to individualize cultural options.
- Lacks multilingual support

- No VR/AR integration
- Role based access is not supported by the admin panel.
- No video support, only static pictures.

It is on these limitations that the future improvements are based.

Overall Discussion Summary

The system achieves its goal of offering a convenient user-friendly portal on cultural tourism. It fills the gap between cultural content and online accessibility and establishes a basis for more advanced features in later stages. The findings attest to the fact that the project is viable, productive, and effective within the digital tourism environment.

CHAPTER 9

CONCLUSION AND FUTURE ENHANCEMENTS

This chapter is a conclusion of the whole project, which summarizes the main results, success, and the general effect of the Culture-Based Tourism Development Portal. It also presents recommendations and future improvements to increase the capabilities of the system.

Conclusion

The Culture-Based Tourism Development Portal was designed, developed and tested as an inclusive web-based system that would facilitate cultural knowledge, heritage conservation and interaction with users. The combination of frontend technologies (HTML, CSS, Bootstrap) and backend logic (Flask) and a powerful SQLite database allows the system to satisfy the functional and user experience requirements.

The major achievements are:

- An operational cultural tourism portal.
- Dynamic content and easy-to-use interface.
- Administrator-controlled content management system.
- Orderly classification of cultural data.
- Mobile-responsive layouts
- Constant performance and low load times.

The project is in line with current tourism trends which were unveiled in the literature review like digital transformation, immersion in culture, and community-based cultural preservation.

All in all, the portal attains its objective of adding to sustainable and community-based cultural tourism using the digital platform.

Future Enhancements

In order to enhance the system capability and scalability, a number of improvements can be made:

1. AI-Based Recommender System

A customized recommendation service can recommend users related culture objects on the basis of interests, location or the browsing patterns.

2. Multilingual Support

The number of languages (Hindi, Telugu, Tamil, etc.) will make it more accessible to more people.

3. Community Upload Module

Upload: allow known local artisans or representatives of the community:

- Cultural descriptions
- Photos
- Festival updates

This will render the portal more community-based.

4. Virtual Heritage Tour: VR/AR Integration.

The user is able to visit in an immersive way the monuments, museums, dances, or festivals.

5. Mobile Application Version

An android/iOS application will enhance access and offline browsing.

6. Cultural Mapping through Geolocation.

An interface in the form of a map that displays:

- Cultural places nearby
- Things that occur immediately around the user.
- Local food hotspots

7. Enhanced Security Features

Such as:

- Role-based administrative controls.

- User authentication
- Secure login with hashing

8. Cloud Database Migration

Switching SQLite to PostgreSQL or Firebase because:

- Larger datasets
- Real-time updates
- Scalability with more users

Chapter Summary

The final chapter is the conclusion that summarizes the project achievements and the contribution that the portal can make to the cultural preservation and digital tourism. It also describes major improvements which would make the system a large scale, intelligent cultural tourism platform.

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Appendix

GitHub Link

<https://github.com/Rakshithaprakash08/Capstone-Project-Culture-based-tourism-development->

Similarity Index/Plagiarism Check Report



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