# North South University
## Department of Electrical & Computer Engineering

## Junior Project Proposal

### Title of the Project: Android Projects on Travel Guide

CSE 299
Section: 01
Summer'2020

## Group: 02

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## Abstract:

In the present situation, there isn't any application that would help a visitor to get data about the place they are as of now going by in their portable phone. Our application Sight Seeing is meant to take care of this issue. In current tourism framework, at whatever point a traveler visits popular spots, to find out about the place he employs a guide. The contracted guide at that point describes a history of the place. The proposed framework doesn't require a physical guide. The Mobile application introduced on the versatile of a visitor can go about as a guide. Without having a guide, it will enable one to get data from the place in their portable and look at to the closest places additionally with the assistance of our application. Portable Technology is presently set to help support tourism in different fields. It will be utilized to apply versatile applications innovation to make particular guest data for vacation destinations to successfully transform the vacationer's cell phone into their own special customized visit direct. Cell phone innovation presents a colossal potential for the fate of guest elucidation at vacation spots. Individuals need quick, proficient and simple access to data of various types and tourism is the same. While tourism presents significant potential for the utilization of new versatile advancements, we at present have a small comprehension of how visitors compose their exercises or of the issues they confront. This task shows an ethnographic investigation of city travelers' practices that draws out various ramifications for outlining visitor innovation.

## Objective

- To give a hunting stage where a visitor can discover their visit places as indicated by their decisions.

- To advance capable and intriguing tourism so individuals can make the most of their occasions at their positive spots.

- To create tourism with various societies so they enhance the tourism experience and construct pride.

- To make an advance types of tourism that give sound collaboration chances to vacationers and local people and increment better comprehension of various societies, traditions, ways of life, conventional learning and accepts.

- To give a superior approach to interface with different occasions.

- Information on vacation spots, urban communities, and regions.

- Map and route framework.

- Temperature and climate data.

- Searching spots in light of area.

- Ability to make an individual profile and keep a past filled with went by places.

- Ability to make content, share encounters and remark on visits and places.

## Methodology and Approach:

Modules

1. User Login

2. State rundown

2.1 About the state

2.2 Attractions in the state

2.2.1 Place rundown

2.2.1.1 Activities in the Place

2.2.1.2 Hotels in the place

2.2.1.3 How to achieve that place

2.3 Travel Agent subtle elements

2.4 Search by field

2.4.1 Search by Beaches

2.4.2 Search by Theme parks

2.4.3 Search by Shopping Malls

2.4.4 Search by Historical Places

2.5 Gallery

3. User Comments

4. Review Field

5. Search Field

1. User Login

This is the principal module of the framework. In the event that a client is utilizing the application in the first time he can enlist with the application and he can sign in to the application by utilizing his client name and secret key. The enrollment points of interest can be put away into the database

2. State rundown

After the client login, the client can go into the client landing page.

The client landing page contains the state list as a parchment see. it contains all states as a picture catch. Client can choose the express that he needs to think about the spots in there

2.1. About the state

On the off chance that the client selects an express the application move to the landing page of the chose states. The landing page of the state contains many catches. In the first place, a catch is indicating insights about the state. It contains the history, transportation points of interest, seasons, atmosphere and so on.

2.2. Attractions in the state

The State home contains a moment catch is called attractions in the state. This field contains the fundamental appealing area of the place. It appeared as picture catch. In the event that we select any catch, it will move to the chose to put

### 2.2.1. Activities in the states

On the off chance that the client select wherever in the rundown. It will move to the landing page of that place. the landing page contains 3 switches. The clench hand switch is the Activities in the Place. It will give an itemized depiction of the place and imperative movement to find in that place and the time required to reach there too

### 2.2.2. Hotels in the place

The second catch contains the field of Main Hotel in that place. this field helps to book their spaces for clients

### 2.2.3. How to Reach That Place

The third catch contains how to achieve that place. it will help the client to reach there securely. And furthermore give the points of interest of closest air terminal, railroad station, transportation accessible to reach there and so forth.

### 2.3. Travel Agent Details

This catch gives the detail of all affirmed travel specialists in the chose state. It will help the client to book the taxicab before achieving the place. it will make pressure free for the clients

### 2.4. Search by field

Hunt by field gives a propelled choice to the client. The scan Button contains 5 catch for look through the inquiry fields are given surge

### 2.4.1. Search by Beaches

This field gives the all shorelines in the chose state. The field is given as a picture see

### 2.4.2. Search by Theme parks

The pursuit field gives the rundown of amusement stop in the chose state. It will help the explorer to feel the enjoyment with his family

### 2.4.3. Search by shopping center

This hunt field gives the primary shopping centers in the chose state. It is given as a picture field with address and telephone number. This field helps the explorer to encounter the better shopping.

2.4.4. Search by Historical Places

This inquiry field gives the Historical places in that state. it will give as the picture field and furthermore give a content field to giving a depiction about the verifiable spots. This field helps the Traveler to know the historical backdrop of that place

2.5. Gallery

Exhibition field gives the pictures of fundamental vacation spots in the chose state. this field enables the vacationer to find out about the spots and furthermore to feel the excellence of the spots

3. User Comments

This compliment field is a client for including the remarks of the client. he can recognize anything about an application, places, focal points of the application, impediment of the application, anything. This contains two content fields. Name field and remark field

4. Review Field

This Review field contains the audits that client compose. The composed remarks in the remark fields have appeared in the survey field. this field helps the client to peruse the remarks that some other client can post

5. Search field

Hunt field enable the client to can specifically look through the place in the application. This inquiry field contains a content field and a catch. The client can compose the place in the pursuit field and enter the inquiry catch it will move to the locked page.

## Software and Language Used:

Software:

- Android Studio

Innovations and Languages used to Develop

- Android
- Java
- XML

Debugger and Emulator

- Android Emulator (Android Virtual Device)

For building up the application the accompanying is the Hardware Requirements:
- Processor: Pentium IV or higher
- RAM: 4GB
- Space on Hard Disk: least 512MB

For running the application:
- Device: Android form 4.4 and higher
- Minimum space to execute: 5MB

## Budget:

We do not need any budget to complete this project.

## Time-plan:

| Serial | Description |
|--------|-------------|
| Task 1 | Project Proposal |
| Task 2 | Planning |
| Task 3 | Functions and Features |
| Task 4 | UI/UX Design |
| Task 5 | Frontend Development |
| Task 6 | Backend Development |
| Task 7 | Testing |
| Task 8 | Maintenance and Support |
| Task 9 | Documentation of Project Work |
| Task 10 | Final Submission |

**Table 1:** List of all tasks

## Gantt Chart:

| Week / Tasks | 1 13 Jul'20 | 2 20 Jul'20 | 3 27 Jul'20 | 4 10 Aug'20 | 5 17 Aug'20 | 6 24 Aug'20 | 7 31 Aug'20 | 8 07 Sep'20 | 9 14 Sep'20 | 10 21 Sep'20 |
|--------|---|---|---|---|---|---|---|---|---|---|
| Task 1 | ■ | | | | | | | | | |
| Task 2 | | ■ | | | | | | | | |
| Task 3 | | ■ | | | | | | | | |
| Task 4 | | | ■ | | | | | | | |
| Task 5 | | | ■ | ■ | ■ | | | | | |
| Task 6 | | | | | ■ | ■ | ■ | | | |
| Task 7 | | | | | | | | ■ | | |
| Task 8 | | | | | | | | | ■ | |
| Task 9 | | | | | | | | | ■ | |
| Task 10 | | | | | | | | | | ■ |

**Figure 1:** Gantt Chart

# References:

[1]     https://syndicode.com/2017/10/25/mobile-app-development-timeline-and-stages/

[2]     https://existek.com/blog/app-development-timeline-how-long-does-it-take/