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ONLY ON ALULA

Team Members

جامعة جدة
University of Jeddah

CCSW-315 Software Process Models

Section SA7

Supervised by Dr/ Muna Altherwi

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PROJECT IDEA

The main idea of the application is about helping the tourists to search for recommendations based on location, category, and popularity, or simply browse through the latest posts from local experts. Each recommendation includes photos, descriptions, and insider tips from the person who posted it, helping tourists to get a sense of what to expect and how to make the most of their visit.

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PROBLEM DEFINITION

Tourism is a rapidly growing sector in Saudi Arabia, and it's a key part of the Saudi vision 2030. However, many people are unaware of the amazing new places and tourist sites that have appeared. There's also a lack of suitable platforms for people to share and post about these places and reach a larger audience.

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PROPSED SOLUTION

Our application helps tourists explore the captivating tourist destination of AlUla in Saudi Arabia, with an easy-to-use interface and a comprehensive database of attractions. Tourists can search for recommendations based on location, category, and popularity, or browse through the latest posts from local experts. Each recommendation includes photos, descriptions, and insider tips to help tourists make the most of their visit.

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SCOPE

The scope of our application is to provide visitors with personalized recommendations to the city's tourist attractions.

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USERs

- Journalists : provide descriptions and pictures of tourist attractions and encourage people to visit them.

- Visitors : browse through recommendations, view pictures

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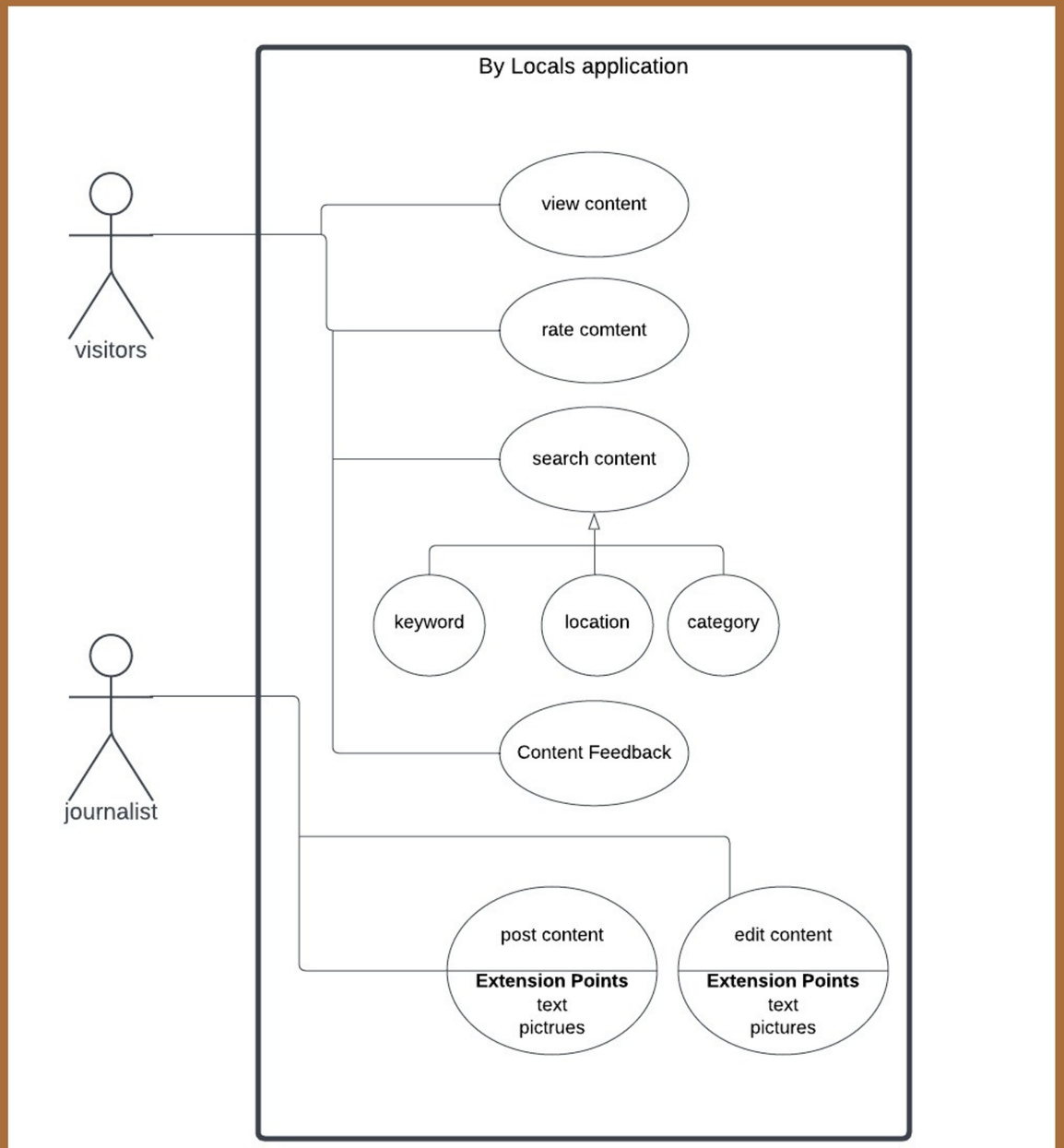

USE CASE DIAGRAM

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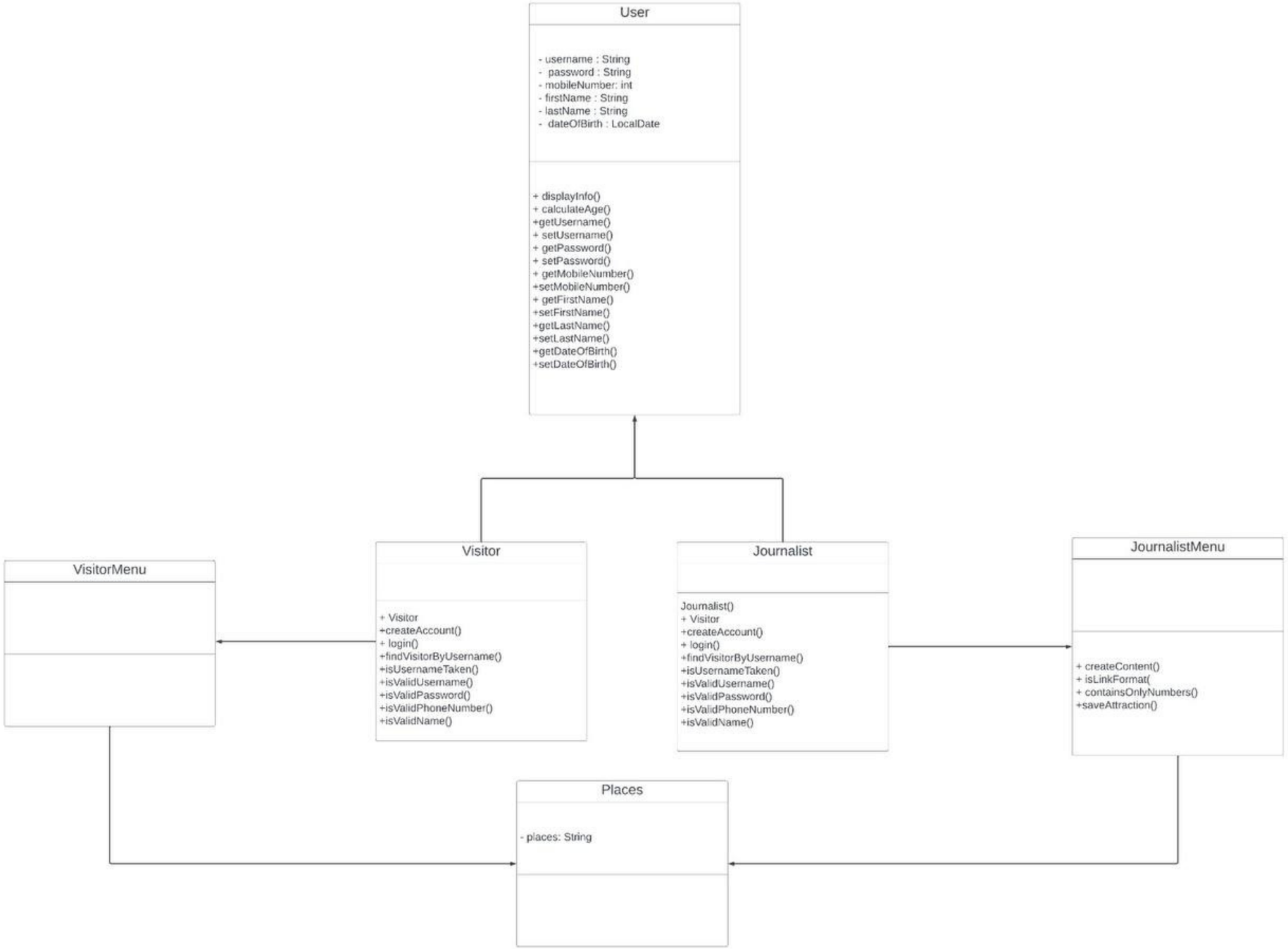
CLASS DIAGRAM



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SPRINT#1

Search Content:
Visitors should be able to search for attractions
by keyword, location, or category

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SPRINT#2

Create Content:
Journalist must be able to create descriptions
including text and pictures for the platform

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SPRINT#3

User Authentication:
Visitors and Journalists must be able to create accounts and log in to access the .platform's features

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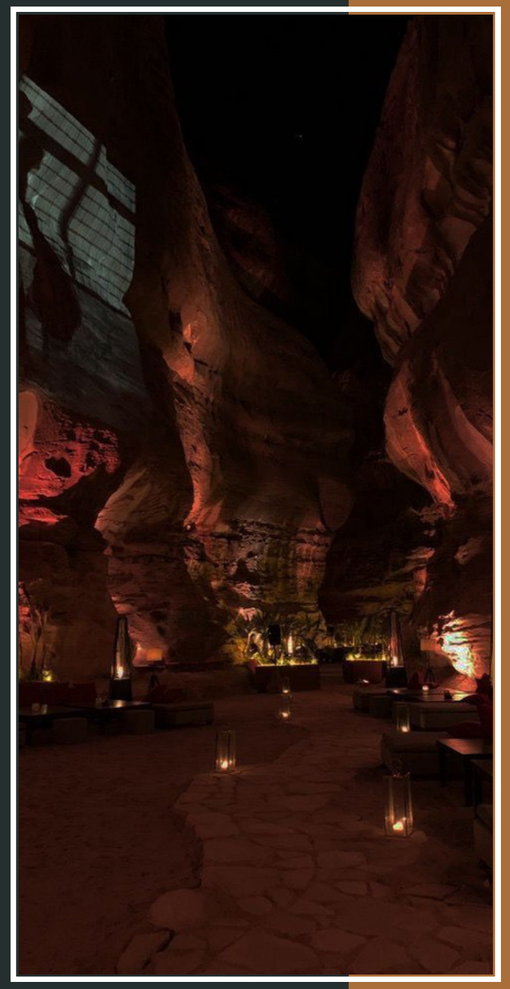
LESSONS LEARNED



We benefited a lot from working on this project, the steps and details weren't clear at first, but when we started working step by step it became easier, clearer and less complicated, starting from square one and doing the right actions including collecting data, analyzing it and using some UML diagrams to organize ideas and define outline it.

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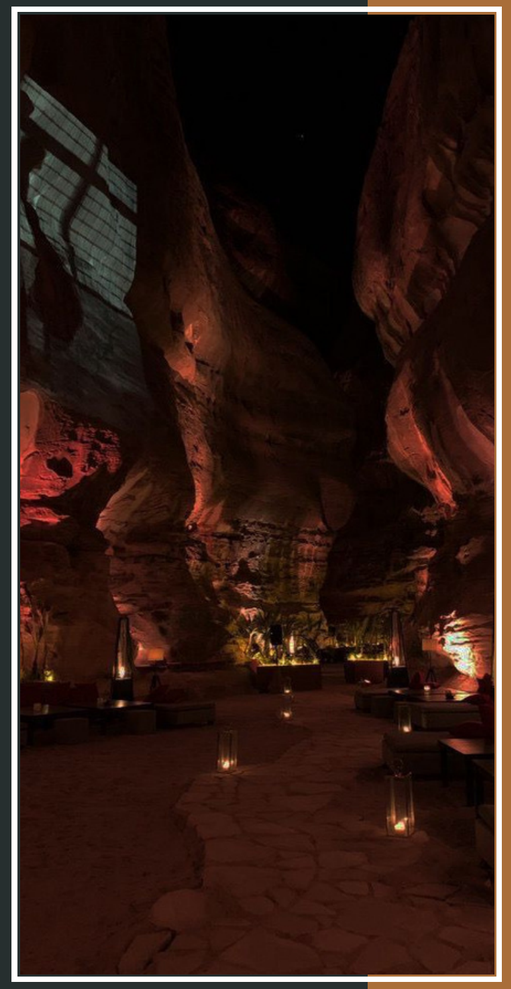
The Methodology



Scrum

We chose Scrum, an agile methodology Because it provides a flexible and adaptable

It allow teams to work collaborative and iteratively to deliver high quality software quickly

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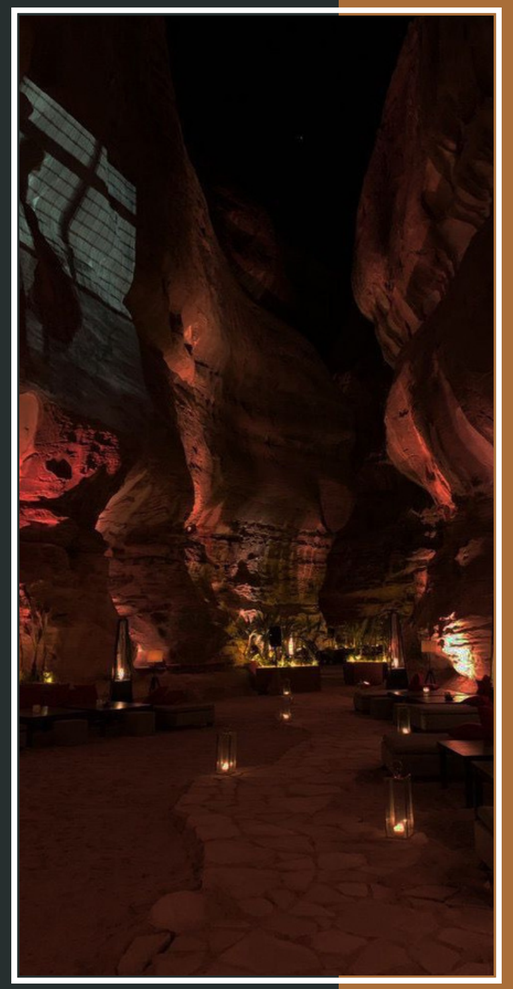
TOOLS USED



- **Github.**

  Click Here to access the link

- **Asana (for software project management)**

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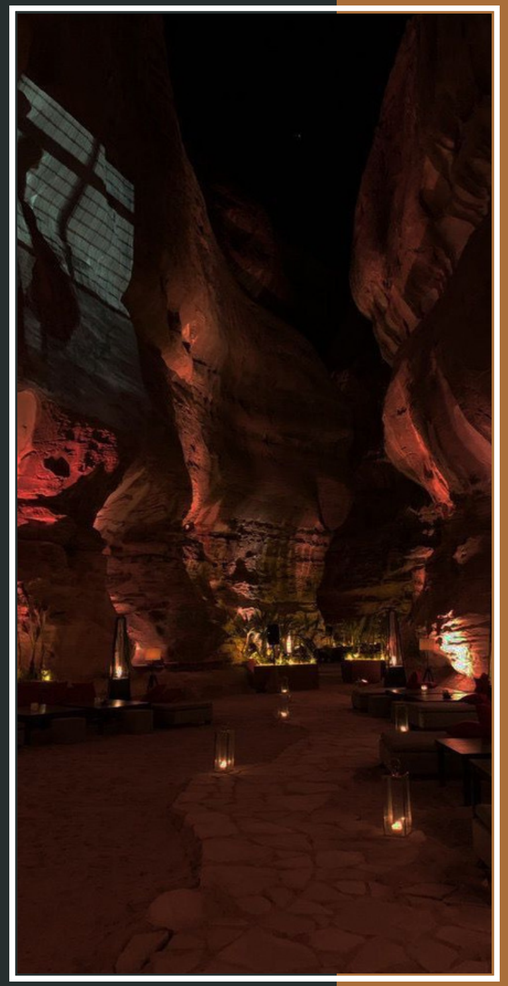
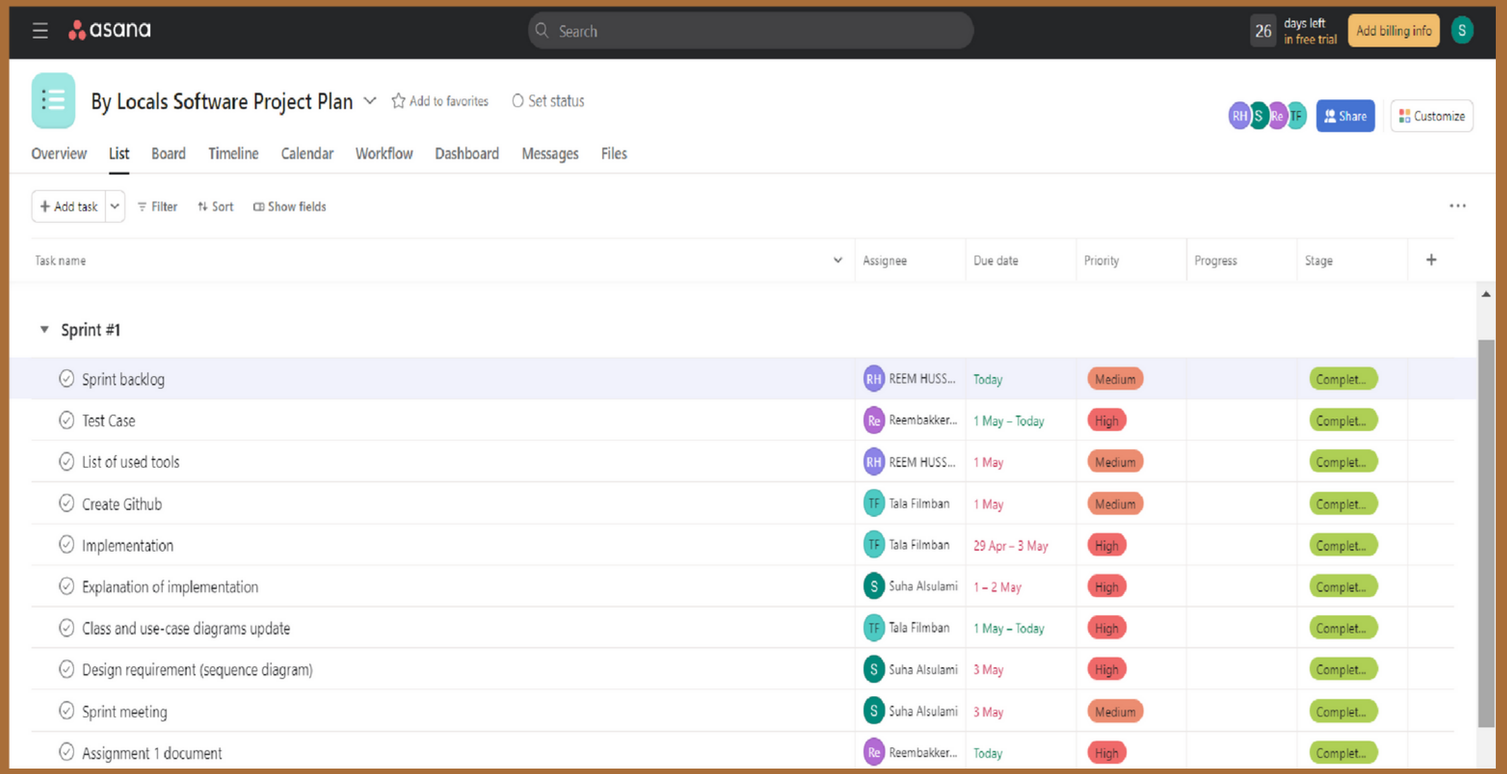
AGILE PLANNING TOOL (ASANA)





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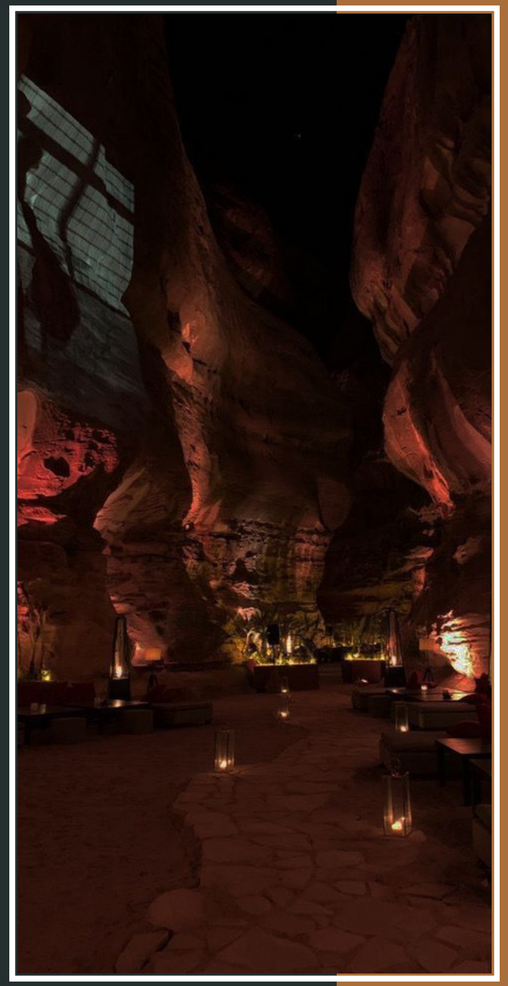
AGILE PLANNING TOOL (ASANA)



Task name	Assignee	Due date	Priority	Progress	Stage
Sprint backlog	REEM HUSS...	15 – 18 May	High	100%%	Completed
Sprint meeting	Reembakker...	Today	High	100%%	Completed
Github link	Tala Filmban	Today	Medium	100%%	Completed
Mention every tool you used	Tala Filmban	17 May	Medium	100%%	Completed
Implementation	Suha Alsulami	14 May – Today	High	95%%	Completed
Eplanations of implementation	Suha Alsulami	Today	Medium	100%%	Completed
Class diagram update with every sprint	REEM HUSS...	14 – 21 May	Medium	95%%	Completed
Design and analysis for each requirement in the sprint	Tala Filmban	15 – 18 May	Medium	90%%	Completed
Testing (test case)	Suha Alsulami	17 May	High	90%%	Completed
Sprint document	Reembakker...	15 May – Today	High	100%%	Completed

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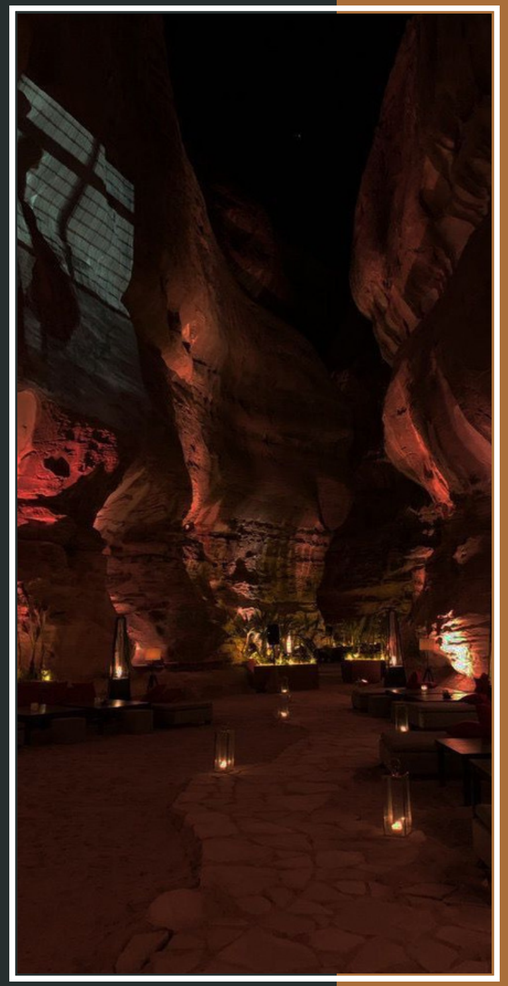
AGILE PLANNING TOOL (ASANA)



Sprint #3					
Sprint backlog	REEM HUSS...	29 May	High	100%	Complet...
Sprint meeting	Reembakker...	27 – 29 May	Medium	100%	Complet...
Mention every tool you used	Tala Filmban	29 May	Medium	100%	Complet...
Github Link	Tala Filmban	29 May	Medium	100%	Complet...
Test case	Tala Filmban	27 May	High	100%	Complet...
Implementation	Suha Alsulami	27 – 29 May	High	100%	Complet...
Eplanations of implementation	Suha Alsulami	27 – 29 May	Medium	100%	Complet...
Class diagram update with every sprint	Reembakker...	29 May	Medium	97%	Complet...
Design and analysis for each requirement in the sprint	REEM HUSS...	29 May	Medium	100%	Complet...
Sprint document	Reembakker...	29 May	High	100%	Complet...
Add task...				SUM 997%	

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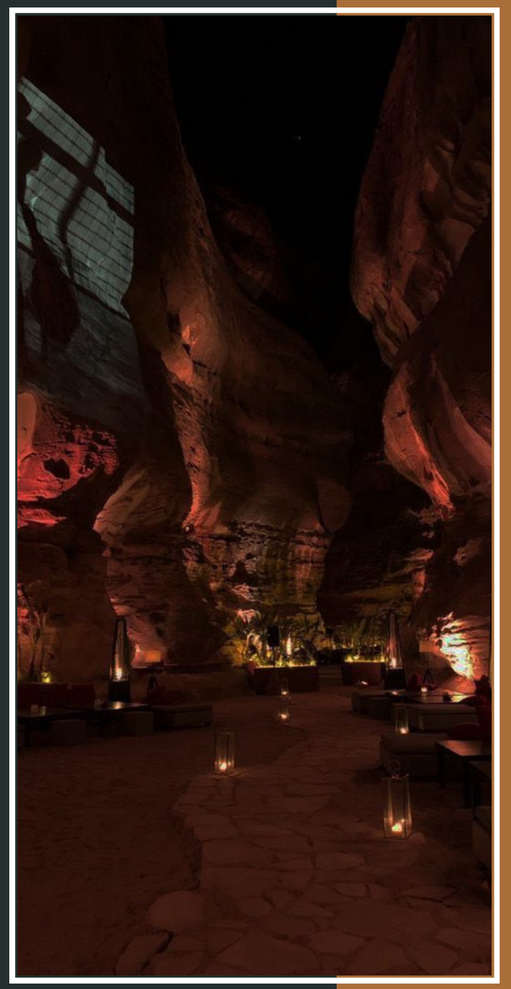
CONCLUSION



We faced challenges with time management, online organization, and changing requirements while developing our application. However, we learned a lot through the process, starting with data gathering and using UML diagrams to organize our ideas. As we progressed, the application's details became clearer, and we became more efficient in our work.

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