Project Plan
Wanderlust

Project Overview

The development of this project aims to cover the programmatic demands of the disciplines of Object Oriented Modeling and Programming and Software Engineering Fundamentals, as well as providing the designated niche with a software service. The team, made up of five components, at first splits to establish and refine the idea and scope of the application, as well as the study of the tools and language to be applied. To this end, it is proposed a mobile application software on the Android platform that has as its motto personalized and interactive help to individuals adept to know new places. As a differentiator, this aid will come embodied in an AI bot that, through data mining based computing, seeks to be assertive in its propositions and responses.

Wanderlust, a German word meaning “I wish to travel,” has become a term used to impersonate those who are always willing to know new places and live new experiences, which is why they choose the name. The Wanderlust aims to guide travelers on social, cultural aspects of the places visited, as well as important information and directions. In addition, the user will be offered a survey of the cultural circuit (music, art, history) of the region visited, as well as typical gastronomic indications. Wanderlust will also be a travel help desk, providing tourist help desk locations, embassies, hospitals, bus stations.

1.1 Scope of the project

Wanderlust aims to be a complete, interactive and personalized guide within easy reach. Therefore, after identification (registration), the user is offered a search field for the region of interest. Following, from a recommendation logic, a list of typical dishes, traditional / historical places, sights is suggested. In addition, through interaction with the BOT, codes of social conduct, local customs, behavioral and relationship aspects of the researched region would be informed, as well as local cultural circuit. Another aspect covered by the application will be a tourist information center, with emergency numbers and location support centers (embassy, tourist support center, hospitals).

1.2 Main Functions

The Wnaderlust App can be divided into three main functions:
Search
Suggestions
Interactivity

1.2.1 Search

Every system engine starts with the information of the place the user wants to receive the information. The search, then, will be the input base to structure the information offered to the user.

1.2.2 Suggestions

After the search, the recommendations trigger is activated and the software generates a value for the user. If search is the foundation, recommendations are what characterizes the app.

1.2.3 Interaction

The BOT can be considered the differential in this travel guide system configuration. The intention, therefore, is for them to be able to interact in an assertive manner and to add the desired information to the user.

1.3 Deliverables

Update (12/11/2019)

Weekly delivery and development updates for the Wanderlust app.

week october 7-11	**Study and development of registration / login** - Java application - Code development and integration with Android Studio - Database Integration

week october 14-18	**Delivery registration / functional login** - Registration Activity - Database Registered User - Information on the registered user screen

week october 21 - 25	**Delivery user menu** - Menu activity and integration with other Activities

week october 27 -	**Typical Dish List Test**

2 november	- Experiment for future development of an editable list of typical dishes - List structured as a Recyclerview (Android Platform Data Structure)

week 3 - 9 november	**User object consolidation** - Add-on User-Linked Functions - Editable menu with information about the user.

week 10 - 16 november	**Application Home Structure and Favorite Interaction** - Home configuration structure as proposed in the prototype - N:N tables concept application in database management - Favorite interaction

week 17 - 23 november	**Country Search Refinement** - SearchBar for country location. - Search structure generating information.

week 24 - 30 november	**Recommendation Structure** - Through the information generated by the searches, there will be a recommendation as a response to the user.

week 01 - 07 december	**BOT Structure** - Implementation of an artificial intelligence BOT that

	will give tips on behaviors and customs of the researched region.

week 08 - 14 december	**Data Mining** - Treatment of data obtained from interactions with BOT in order to establish behavioral patterns linked to emotions