

**NAMIBIAN TOURISM GUIDE**

**GROUP:60**

**MODULE: WEB APPLICATION DEVELOPMENT**

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| **STUDENT NAME(S)** | **STUDENT NUMBER** |
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**1.Introduction & Background**

Namibia is one of Africa’s top travel destinations, known for its unique landscapes such as the Namib Desert, Etosha National Park, and the Skeleton Coast. However, many local and international tourists struggle to find consolidated, user-friendly information about attractions, accommodations, travel routes, and cultural experiences.

This project seeks to design and develop a **web-based tourism guide** that provides reliable information and resources to tourists planning to visit Namibia.

**2. Problem Statement / Objectives**

**Problem:**

Tourists face difficulty in finding resource guidance information and various tourist-based facilities like accommodation, transport, entertainment and experience places all over Namibia.

**General Objective:**

To build a web-based tourism guide that brings together all essential information about Namibia’s attraction places, services and travel pros and cons to enhance tourism experience in Namibia.

**Specific Objectives:**

* To showcase Namibian tourist attractions with descriptions, images, and maps.
* To provide practical travel information such as transport, accommodations, and entry requirements.
* To allow users to filter attractions by region (e.g., north, coast, desert).
* To integrate multimedia (photos, videos) for better engagement.
* To make the platform responsive and accessible across devices.

**4. Proposed Solution:**

The proposed solution is a **web-based tourism guide** built with **HTML, CSS, and JavaScript**. It will feature:

* Search and filter functionality
* Mobile navigation
* Home page introducing Namibia’s tourism highlights.
* Attractions page with categorized destinations (nature, wildlife, culture, adventure)
* Accommodation and travel info section
* Contact/feedback form
* Mobile-friendly responsive design

**Technologies:**

* **Frontend:** HTML, CSS, JavaScript (VS Code)
* **Design Tools:** Figma (for mock-ups)
* **Hosting:** GitHub
* **Databases:** SQL/ MySQL
* **Project management:** Microsoft Project
* **Accessibility Tools:**

**5. Scope & Limitations**

**Scope:**

* Provide general travel info, attractions, and routes.
* Showcase multimedia content to promote Namibia.
* User-friendly interface accessible via desktop and mobile.

**Limitations:**

* No real-time booking system (just external links to providers).
* Limited database (static demo version for this project).
* Time constraints may limit advanced features like AI chatbots or full CMS integration.

**6. System Design (Initial Concept)**

**Site Map:**

* Home
* Attractions
* Travel Info
* Accommodation
* About Namibia
* Contact

**Wireframes (basic idea):**

* **Home:** Hero image (Namib Desert/Etosha), quick links.
* **Attractions:** Grid of destinations with filters.
* **Travel Info:** Transport, visas, climate.
* **Contact:** Simple form.

**Navigation Flow:**  
Home → Attractions → Details → Back/Home

### 7**. Target Audience / Users**

* **International tourists** seeking information about Namibia.
* **Local travellers** who want to explore new regions.
* **Tour operators** who can use the platform to market destinations.

**Benefits:**

* Easier trip planning.
* Increased tourism awareness.
* Support for Namibia’s economy through tourism promotion.

**8. Methodology / Development Plan**

* **Approach:** Iterative prototyping (Agile).
* **Tools:** VS Code (development), GitHub (version control), Figma (design), Microsoft Project (project management).
* **Collaboration:** Individual project with milestones (proposal → design → implementation).

**9. Timeline(Gant Chartt Template will be added here)**

| **Phase** | **Duration** | **Deadline** |
| --- | --- | --- |
| Proposal | 1 week | [date] |
| Design | 1 week | [date] |
| Development | 2–3 weeks | [date] |
| Testing | 1 week | [date] |
| Deployment | 1 week | [date] |
| Documentation | 1 week | [date] |

**10. Expected Outcomes**

* A functional **Namibian Tourism Guide website**.
* Skills gained in web development, design, and deployment.
* A prototype that can be expanded into a commercial tourism platform.

**11. References**

(Examples – we can adapt)

* Namibia Tourism Board. (2025). *Official Travel Information*. Retrieved from https://www.namibiatourism.com.na
* Mozilla Developers Network. (2025). *HTML, CSS, and JavaScript Documentation*.
* W3Schools. (2025). *Web Development Tutorials*.