**Project Design Phase**

**Proposed Solution Template**

| Date | 31 March 2025 |
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| Team ID | SWTID1743511769 |
| Project Name | TravelSphere(Social media for travel enthusiast) |
| Maximum Marks | 2 Marks |

**Proposed Solution :**.

| **S.No.** | **Parameter** | **Description** |
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|  | Problem Statement (Problem to be solved) | Travelers often use multiple platforms for planning, booking, and communicating about trips, which leads to confusion, inefficiency, and lack of real-time support. Travel agencies also face difficulty in reaching and engaging with customers through modern digital platforms. |
|  | Idea / Solution description | TravelGram is an all-in-one travel solution that allows users to plan trips, book flights, interact with verified travel agencies, and communicate with fellow travelers through an integrated real-time chat feature. Agencies get an admin dashboard to manage posts, trips, and user engagement. Built using MongoDB, Redis, and WebSockets for performance and scalability. |
|  | Novelty / Uniqueness | Unlike existing solutions, TravelGram combines trip planning, booking, blogs, maps, real-time chat, and a dashboard for agencies—all in one place. It integrates community-driven features, smart recommendations, and a budget planner in one platform with modern backend technologies. |
|  | Social Impact / Customer Satisfaction | Enhances customer experience by offering transparent, convenient, and efficient travel planning. Builds trust through verified agencies and real-time interaction. Encourages community engagement and supports small/local travel agencies in going digital. |
|  | Business Model (Revenue Model) | Freemium model for users. Agencies can subscribe to premium dashboard features. Additional revenue from affiliate marketing (flight bookings, insurance), sponsored blog content, and ad placements from travel brands. |
|  | Scalability of the Solution | The solution is highly scalable due to its use of scalable backend services (MongoDB, Redis, microservices). Can be expanded globally by onboarding agencies in different countries and localizing content. Real-time features are supported using WebSockets for scalable chat infrastructure.   |  | | --- |  |  | | --- | |