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Trip Planner for Beginner App

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A project proposal

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# **1.0 Introduction**

Trip Planner for Beginner is an application that makes it easier for travelers to travel to the places they want to visit more easily and regularly. What is the Trip Planner for Beginner app? This application is made especially for tourists, especially those aged 30 and above or those who can afford it, this application can arrange user schedules so that users are not complicated when traveling to places that have never been visited. Trip Planner is very important nowadays before we travel to a place.

Why is planning so important when traveling nowadays? Because in this modern age there are many things that we cannot anticipate that will happen while traveling. One of them, we may get lost in new places, places we have never visited can make it easier for us to get lost again and again when we don’t plan before traveling. Therefore, the importance of this Trip Planner application for beginners because we can know a little bit about the place we want to visit, this can reduce the likelihood for us to get lost. In addition, Trip Planner is also important for us to do something when we have reached the place visited, try to imagine if we do not have a plan when traveling, we will be uncertain of direction or fiber when we get there later, and we start to feel wasted time only because there is no fixed objective. That’s why Trip Planner is so important for traveling travelers. Finally, with this Trip Planner application for beginners, tourists can also calculate their budget before traveling to the place they want to visit, this can prevent bad things from happening. For example, unexpected things happen such as overspending money or insufficient money.

What's in the Trip Planner for Beginner app? In this app, we can calculate our budget to facilitate our spending planning. Not only that, but we can also find out information about the place we want to visit, this is to make it easier for us to know about the place visited and will not be easily lost because we have studied the place. Also, knowing the transportation that is there is so easy for us to use it and there is no need to have to rent a car ourselves.

So I decided to create a mobile app for Trip Planner as there are many who travel and use smartphones, this is the reason why I chose to create an app so that travelers use it to travel more easily.

# **2.0 Problem Statement**

1. When traveling unconsciously has run out of money

* Unexpected things do happen though. Things break, unexpected charges come up, plans change, and emergencies happen. It's impossible to account for every eventuality.

1. Lost in a place never visited

* Some people have great spatial awareness, others not so much, but most people get lost at least once in their lives. It can be a horrible feeling - your heart is beating fast when the sense of panic starts to increase. Tourists can get lost anywhere: supermarket, airport, city center or in the wilderness.

1. Become fibrous and not sure which direction to go

* Tourists don’t have the right objective in the place to visit and just waste time

# **3.0 Project Objective**

1. To develop an application that can calculate the budget.

* This is to provide a tool that can calculate budgets digitally. Tourists can calculate the budget before going on a trip, this can avoid the problem of running out of money that occurs suddenly.

1. To develop applications that provide knowledge about the place to be visited

* By adding knowledge of places to visit can prevent us from getting lost when traveling, tourists do not have to worry anymore because this application has provided information about the places we want to travel to make it easier for tourists to travel without getting lost.

1. To develop applications that can manage objectives and direction

* Users can set objectives to be done before they arrive at the place visited, tourists can plan a trip more orderly and smoothly without confusion

# **4.0 Scope**

Scope is all the work required and the only work required to complete the project successfully

Scope is primarily concerned with defining and controlling what is and is not included in the project

4.1 System Scope

The mobile app will have several features that will provide the best experience to the users. One of the features that will be present in the mobile app is a login interface that allows users to log into the app. The system can also calculate a budget before traveling. Also, create an objective that we want to do to make things easier, and see what transportation is in the place we want to visit.

4.2 User Scope

There is 1 type of user for this system which is tourists aged 30 years and above. Travelers can use the app while traveling, users can calculate the budget, find out about places to visit, calculate steps and create objectives.

# **5.0 Target User**

1. People aged 30 years and above

* People aged 30 and above who will use this application. The first thing is that the user needs to log in first. Users can refer to information on the place they want to go to make it easier for them to travel, users can also know the budget and target objectives before going to a new place so that it is easy and manageable without hassle. This app is used for tourists who are 30 years old and above because most tourists are 30 years old and above who have free time or can afford it.

# **6.0 Project Requirement**

**6.1 Software Requirements**

**6.1.1 Ionic Framework**

- platform that is used for coding

**6.1.2 MySQL database**

- MySQL database is used for a wide range of purposes that keep data.

**6.2 Hardware Requirements**

**6.2.1 Processor**

- Minimum of 1GHz

**6.2.2 Memory (RAM)**

- Minimum of 2GB RAM

**6.2.3 Monitor Resolution**

- 1024 X 768

**6.2.4 Hard Drive**

- Minimum of 20GB

**6.2.5 Internet Connection**

- 4Mbps or higher

**6.2.6 Computer**

HP Pavillion

**- Processor:** Inter i5 7 gen

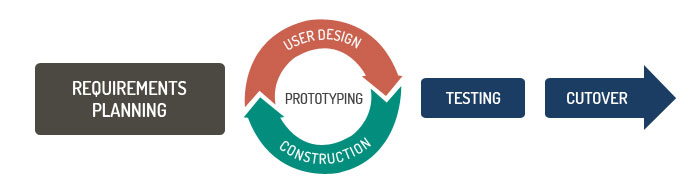
**- Memory (RAM):** 8GB RAM

**- Display Resolution:** 1920x1080

**- Hard Disk:** 128GB

# **7.0 Project Methodology**

The methodology I want to use in this project is Rapid Application Development. The reason I want to use this methodology is that Rapid Application Development (RAD) is an effective methodology that provides faster and higher quality results than using the results of other methodologies. This methodology is designed to facilitate maximum profit from software development. The main objective of this methodology is to accelerate the development of the software development process.



**Figure 1: Rapid Application Development (RAD)**

# **8.0 Conclusion**

The conclusion that can be made in this proposal, the application proves that can help tourists to travel in places not visited more easily. This is the reason why the Trip Planner for Beginner application was developed to provide little knowledge to tourists. Users can refer to the app to find out new place information, calculate budget, be able to know the travel steps, objectives to go to a place, and transportation. I hope this Trip Planner for Beginner can help and facilitate tourists and give satisfaction to users.

# **9.0 Gantt Chart**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Project Schedule** | **W1** | **W 2** | **W 3** | **W 4** | **W 5** | | **W 6** | **W 7** | **W 8** | **W 9** | **W1 0** | **W1 1** | **W1 2** | **W1 3** |
| Information Gathering |  |  |  |  |  | |  |  |  |  |  |  |  |  |
| Literature Review |  |  |  |  |  | |  |  |  |  |  |  |  |  |
| Methodolo gy |  |  |  |  |  | |  |  |  |  |  |  |  |  |
| System Requirement |  |  |  |  |  | |  |  |  |  |  |  |  |  |
| Analysis |  |  |  |  |  | |  |  |  |  |  |  |  |  |
| Design |  |  |  |  |  | |  |  |  |  |  |  |  |  |
| Implementation |  |  |  |  |  | |  |  |  |  |  |  |  |  |
| Testing |  |  |  |  |  |  | |  |  |  |  |  |  |  |

**Table 1: Show the Gantt Chart for the Project Schedule**

# **10.0 Reference**

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