

BATYA TONNY BOYO

SEP23/BCS/3594U/F

MOBILE APPLICATIONS PROGRAMMING

Ug Tour Guide – Mobile Application Project Concept

Description of the Project

Ug Tour Guide is an android mobile application developed using android studio and kotlin. It's designed to help users explore major tourist attractions within Uganda. The application provides a list of attractions with brief descriptions, images, and their nearby accommodations. Users must create an account or log in to access the main features. The system stores user data and attraction details locally using Am simple or predefined datasets, allowing usage even without internet connection.

Objectives

1. Enable users to register and log into the application.
2. Provide a searchable list of tourist attractions.
3. Display detailed information and images for each attraction.
4. Show nearby accommodation options for selected attractions.
5. Offer a simple, clean, and user-friendly interface.

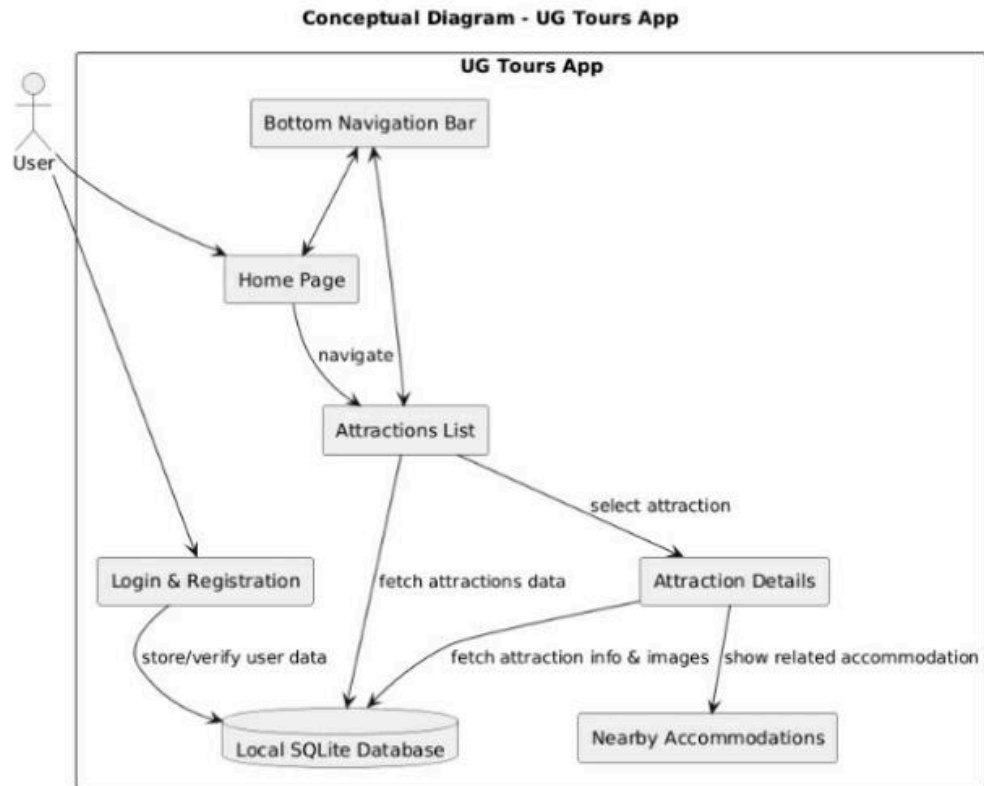
Main Functionalities and Relationships

Module / Feature	Description	Relationship With Other Modules
User Authentication (Login & Registration)	Allows users to create accounts and log in.	Provides access to the Home page after successful login.
Home Page	Displays main navigation and featured attractions.	Links to Attractions List and About page.
Attractions List	Shows all tourist attractions stored in the local database.	Sends selected attraction data to the Attraction Details module.

Attraction Details Screen	Displays full information, images, and nearby accommodations.	Receives data from Attractions List and fetches accommodation information.
About Page	Shows information about the application and developers.	Accessed from Home or bottom navigation.
Local Database (SQLite)	Stores user data and attraction information.	Accessed by Login, Registration, and Attractions List modules.

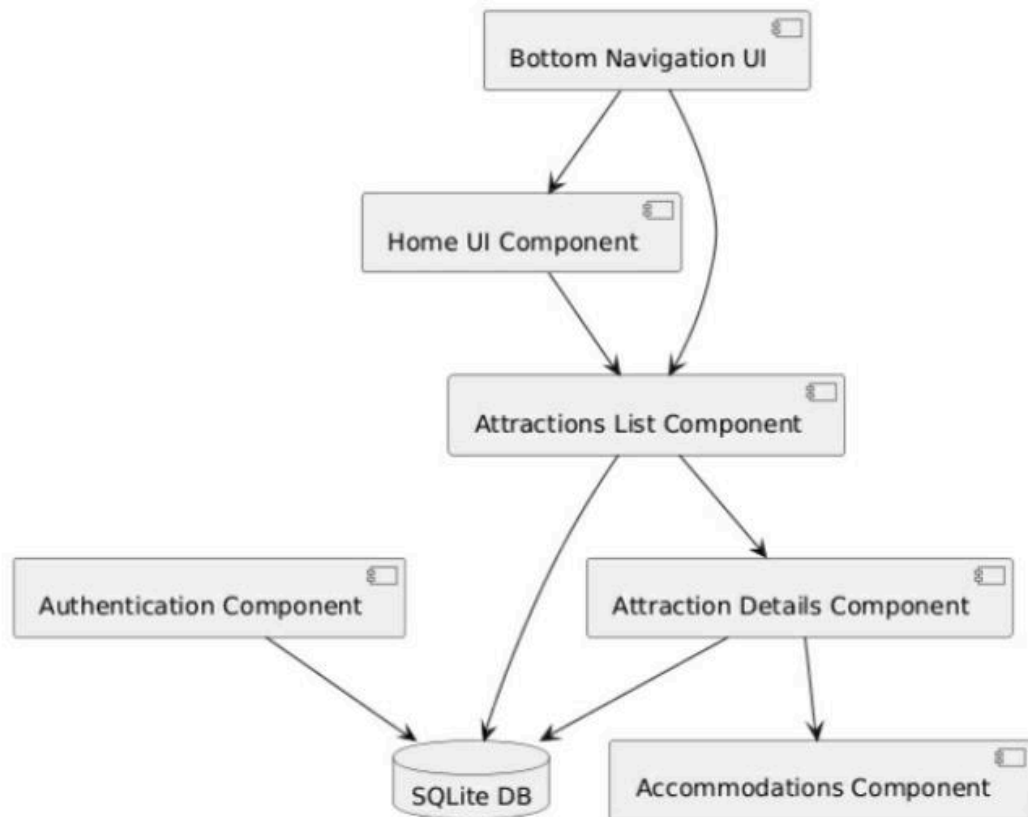
Concept and Component Diagrams

Conceptual Diagram:



Component Diagram:

Component Diagram - UG Tours App



UI Design Screenshot

