



**SAHYADRI**  
**COLLEGE OF ENGINEERING & MANAGEMENT**  
**(An Autonomous Institution)**  
**Adyar, Mangaluru-575007**  
**2024-25**

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING,**

**A PROJECT REPORT**

**ON**

**DREAM TRIP**

**BY**

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In the partial fulfillment of the requirement for VI Sem. B. E. (CSE)

**MongoDB WITH MINI PROJECT**

Under the guidance of

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***CERTIFICATE***

This is to certify that the project entitled “**DREAM TRIP**” is submitted in partial fulfillment for the requirement of VI sem. B.E. (Computer Science & Engineering), “MongoDB” during the year 2024- 25 is a result of Bonafide work carried out by

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## ABSTRACT

In the digital age, documenting and organizing travel experiences has become an integral part of how people explore the world. However, there remains a gap between planning future trips and preserving the memories of past adventures in a centralized and user-friendly platform. To bridge this gap, DreamTrip has been developed—an interactive web application that serves as a comprehensive travel companion for users who wish to create, manage, and reflect on their personal travel journeys.

DreamTrip allows users to build their personalized travel bucket list, where they can add destinations they aspire to visit. Each entry can be easily updated, edited, or deleted as per the user's evolving preferences. Once a destination is visited, users can mark it as "Completed" and further enrich the entry by uploading photos, sharing memorable stories, and maintaining a travel diary. This feature not only helps users revisit their experiences but also encourages them to document the emotions and moments attached to each trip.

The project is built using the MERN stack, where the frontend is developed using React.js to offer a dynamic and responsive user interface. The backend is implemented with Node.js and Express.js, providing robust server-side operations, while MongoDB serves as the NoSQL database, efficiently managing user data and travel entries.

DreamTrip emphasizes both functionality and user engagement, offering a simple yet powerful way to organize future travel goals and relive cherished memories. It stands out as a useful tool for travel enthusiasts who value both planning and storytelling, combining itinerary management with emotional reflection.

By integrating modern web development technologies and focusing on a user-centric design, DreamTrip aims to enhance the travel experience beyond the journey itself—by turning each trip into a lasting memory.

# ACKNOWLEDGEMENT

It is with great satisfaction and euphoria that we are submitting the Mini Project Report on “**DREAM TRIP**”. We have completed it as a part of the VI semester MongoDB of Bachelor of Engineering in Computer Science & Engineering of Visvesvaraya Technological University, Belagavi.

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## INTRODUCTION

Travel has always held a special place in human life, offering opportunities to explore new cultures, relax from daily routines, and create unforgettable memories. In recent years, with the rise of affordable travel and digital tools, individuals have begun to maintain personal "bucket lists" of places they dream of visiting. However, even in today's highly connected digital world, there remains a lack of an integrated platform that helps users not only plan their future travels but also document and preserve memories of their completed trips in an organized and meaningful way.

This need led to the development of DreamTrip, a web-based application designed to be a personalized travel companion. DreamTrip enables users to add destinations to their travel bucket list, update and manage that list, and mark them as "completed" once visited. Beyond trip planning, it allows users to upload travel photos, write diary entries, and share their personal experiences associated with each destination. This combination of future planning and memory documentation provides users with both practical utility and emotional connection, transforming the way people engage with their travel journeys.

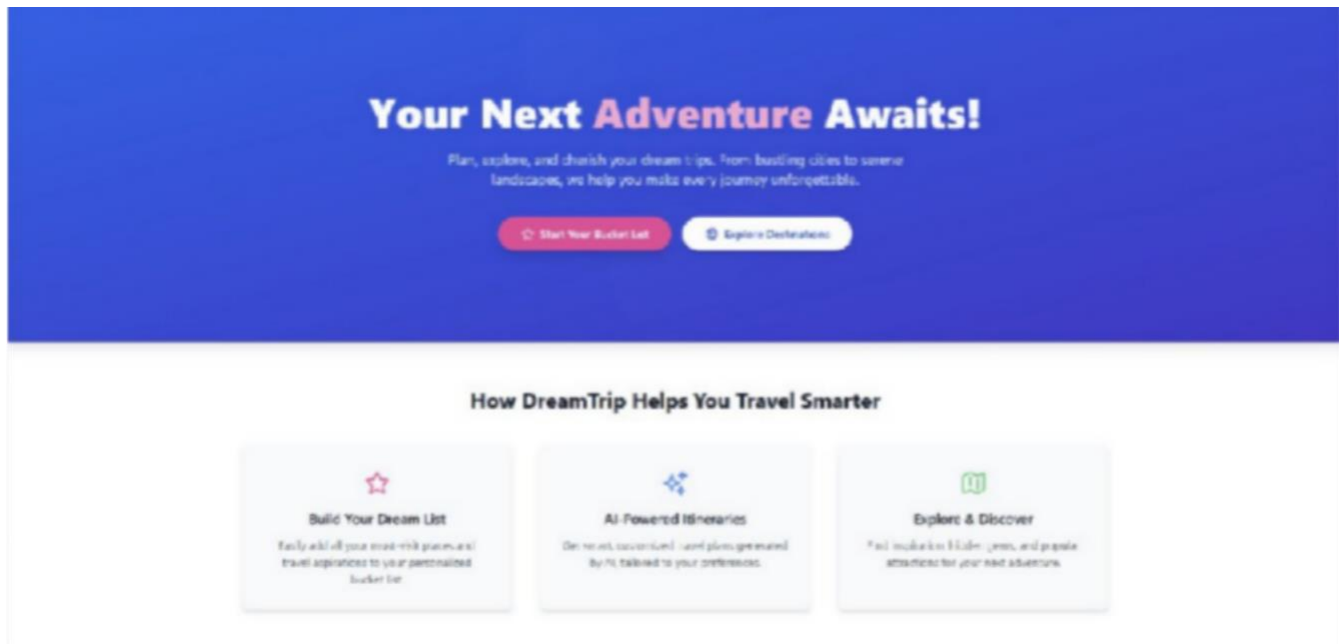
The idea for this project was inspired by our own experiences of living in coastal areas, where tourism and travel are a part of everyday life. We observed that while people love exploring new places, they often lack a dedicated tool to track their goals and preserve their memories. Most people tend to use scattered tools like note-taking apps for plans, photo galleries for memories, or social media for sharing—but none of these platforms offer a unified, private, and organized space to do all of it together. DreamTrip fills this gap by providing a centralized platform that supports both travel planning and storytelling.

The main goal of the DreamTrip project is to offer users an easy and engaging way to manage their personal travel goals and document their adventures. Users can create a list of desired travel destinations, mark places as visited, and for each completed location, they can upload photographs and write about their experiences in a diary-like format. They can also modify or remove any entries from their list as needed. The interface is built to be user-friendly and responsive, encouraging regular use and interaction.

Most existing travel apps focus on either itinerary planning or experience sharing. Booking platforms concentrate on logistics like flights and hotels, while social media allows users to share pictures and updates—but these are often public and lack structure for long-term memory keeping. DreamTrip, in contrast, is a platform that caters specifically to users who want to manage and cherish their travel stories in a private and organized manner. It allows for customization, editing, and personal reflection in a way that generic tools do not support.

## RESULT

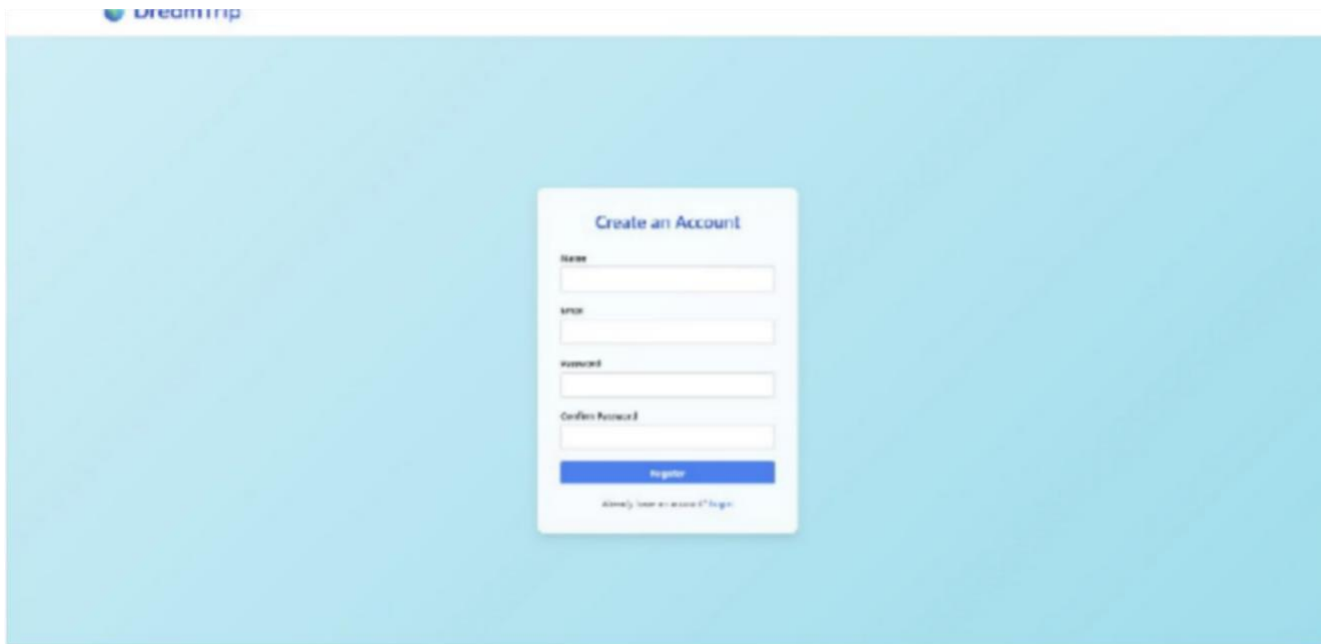
### LANDING PAGE



**FIGURE 1 : LANDING PAGE**

The Landing Page is the first interface that welcomes users to DreamTrip. It introduces the platform and gives a brief overview of its core features such as creating a travel bucket list, uploading photos, writing diaries, and marking destinations as visited. This page is visually appealing with high-quality background images and a call-to-action encouraging users to sign up or log in. It helps create the first impression and communicates the purpose of the application. The layout is clean, responsive, and designed to guide users smoothly into the platform.

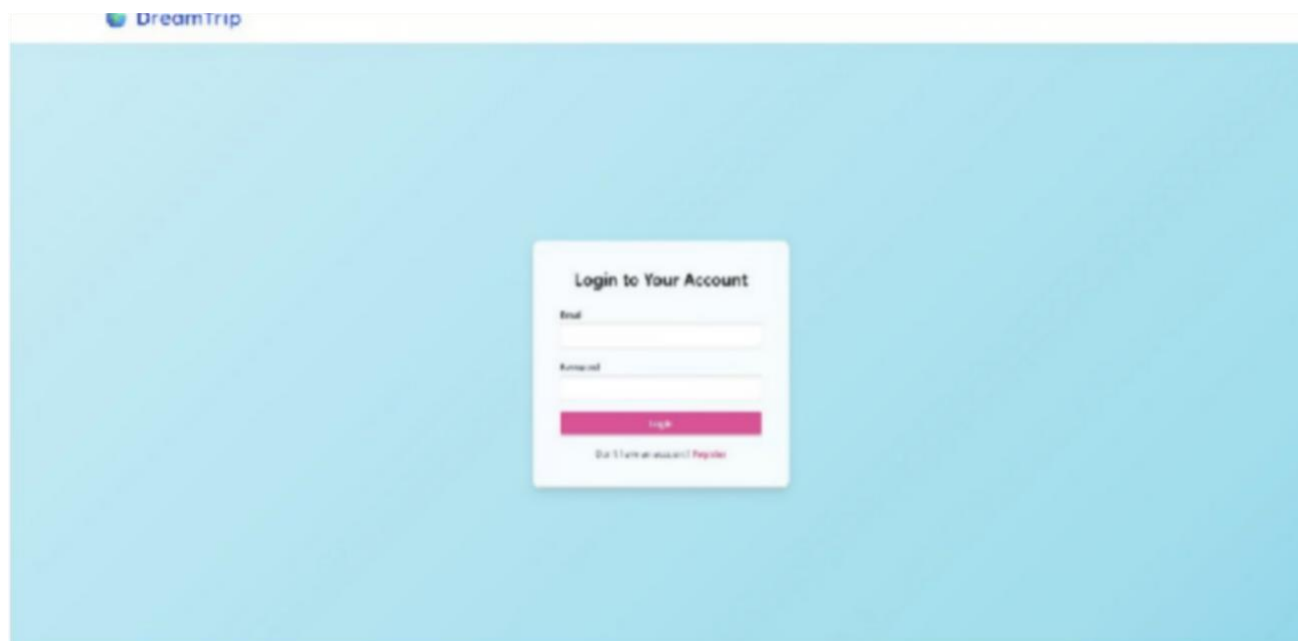
## REGISTER PAGE

The image shows a web browser window with the DreamTrip logo in the top left corner. The main content area has a light blue background. In the center, there is a white rectangular form titled "Create an Account". The form contains four input fields: "Name", "Email", "Password", and "Confirm Password". Below these fields is a blue button labeled "Register". At the bottom of the form, there is a link that says "Already have an account? Login".

**FIGURE 2 : REGISTER**

The Register Page is used by new users to create an account. It collects necessary details such as username, email, and password. Upon successful registration, the user is redirected to the login page or directly to the home page, depending on the implementation. Form validation checks for duplicate emails, weak passwords, and empty fields to ensure data integrity.

## LOGIN PAGE

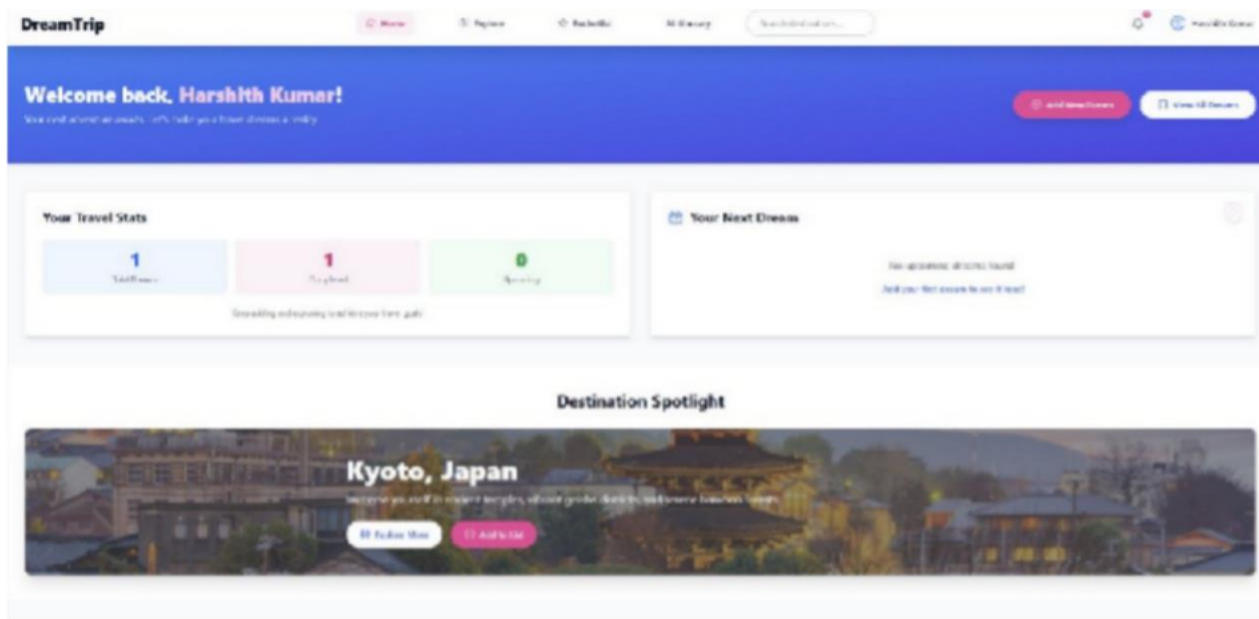


**FIGURE 3 : LOGIN PAGE**

The Login Page allows existing users to access their DreamTrip account securely. Users need to enter their registered email and password. If the credentials match, they are redirected to the Home Page. Basic form validation and user feedback (e.g., "Invalid Credentials") are implemented for a smooth user experience. This page ensures secure access and protects user data.



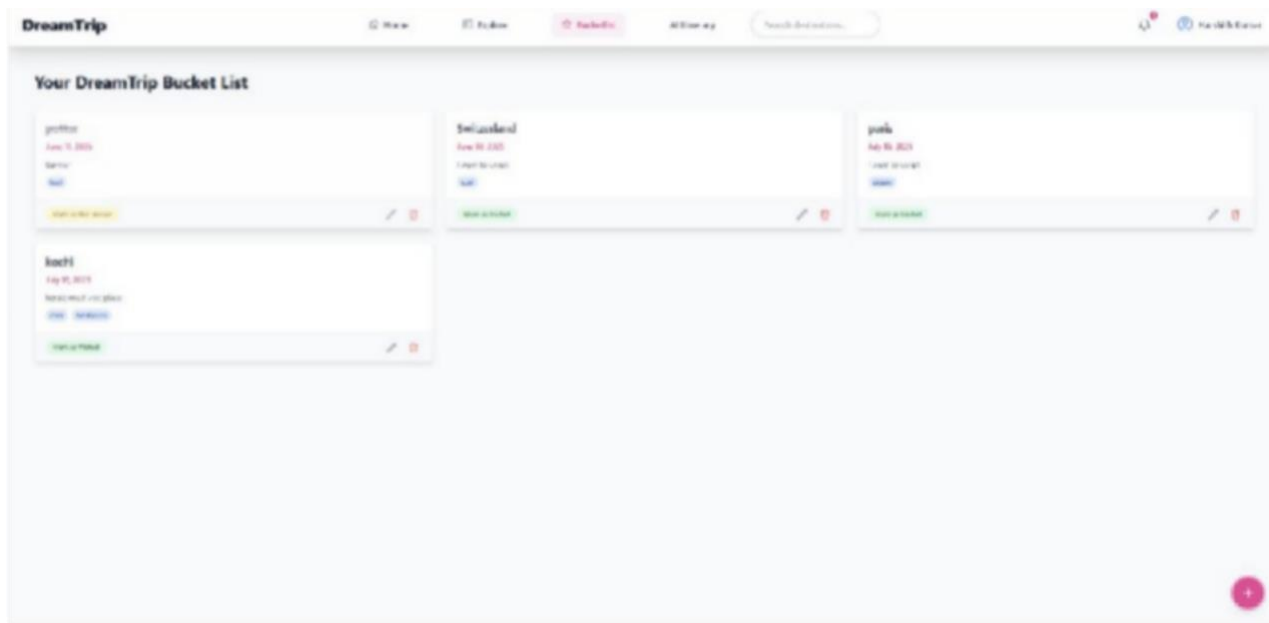
## HOME PAGE



**FIGURE 4 : HOME PAGE**

Once a user logs in, they are redirected to the Home Page, which serves as the central hub of activity. It displays a personalized dashboard that shows the user's name, travel statistics (e.g., number of places visited or pending), and quick access to various features like adding a new destination, viewing the bucket list, and checking completed journeys. The home page ensures easy navigation and acts as the control center for all user actions. It also includes a navigation bar with profile and logout options.

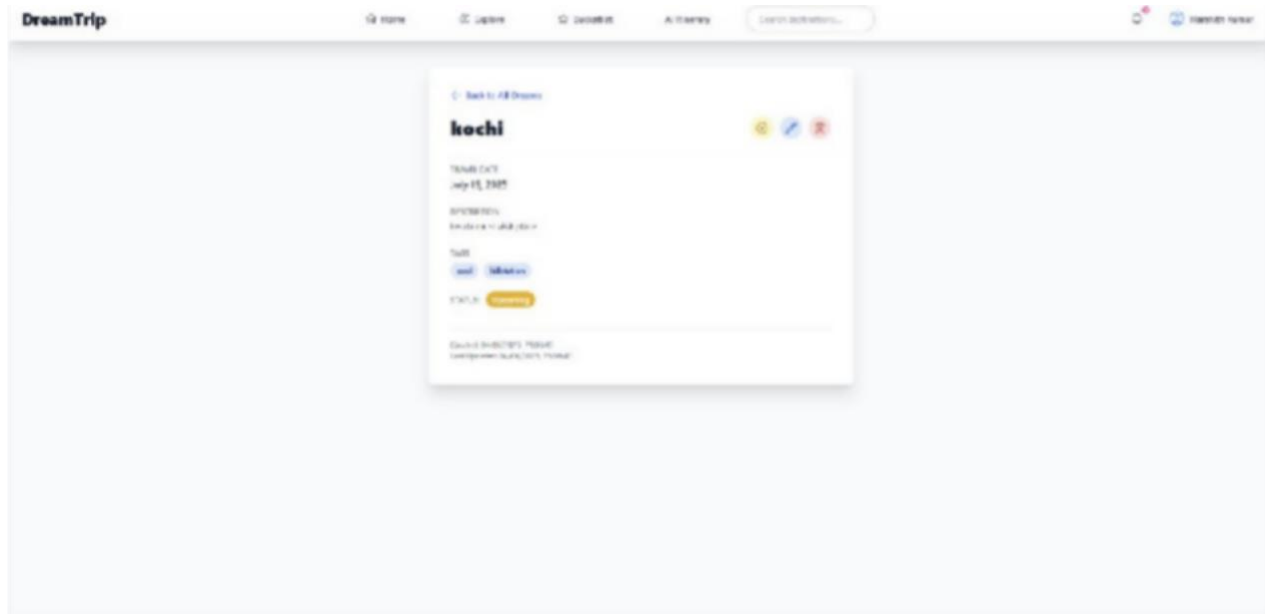
## BUCKETLIST PAGE



**FIGURE 5 :** BUCKETLIST PAGE

The Bucket List Page is a core feature of the DreamTrip application. It serves as the user's personal space to maintain and manage all the travel destinations they wish to visit in the future. This page is central to the concept of the platform, as it reflects the dreams, aspirations, and upcoming travel plans of the user. Upon logging in, users can navigate to the Bucket List Page to view all the places they have added. Each destination entry typically includes details such as the place name, country or location, personal notes, and an optional target travel date. The layout is designed in a card or list format, making it easy to browse and interact with each item individually.

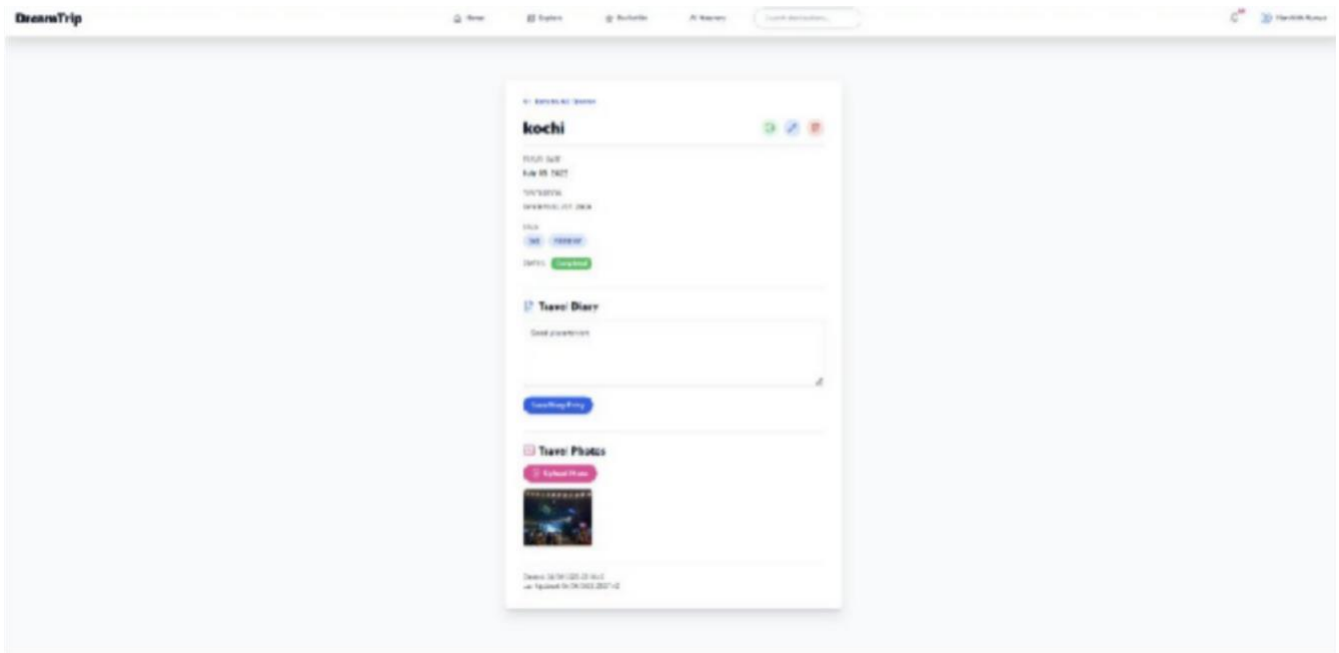
## NOT VISITED PAGE



**FIGURE 6 : NOT VISITED PAGE**

The Not Visited Bucket List page displays all the destinations that are still on the user's wishlist. Each item can be edited, deleted, or marked as completed once the trip is done. This page helps users track their future travel goals and stay motivated. It provides simple functionality like adding new destinations or reordering them according to priority or timeline.

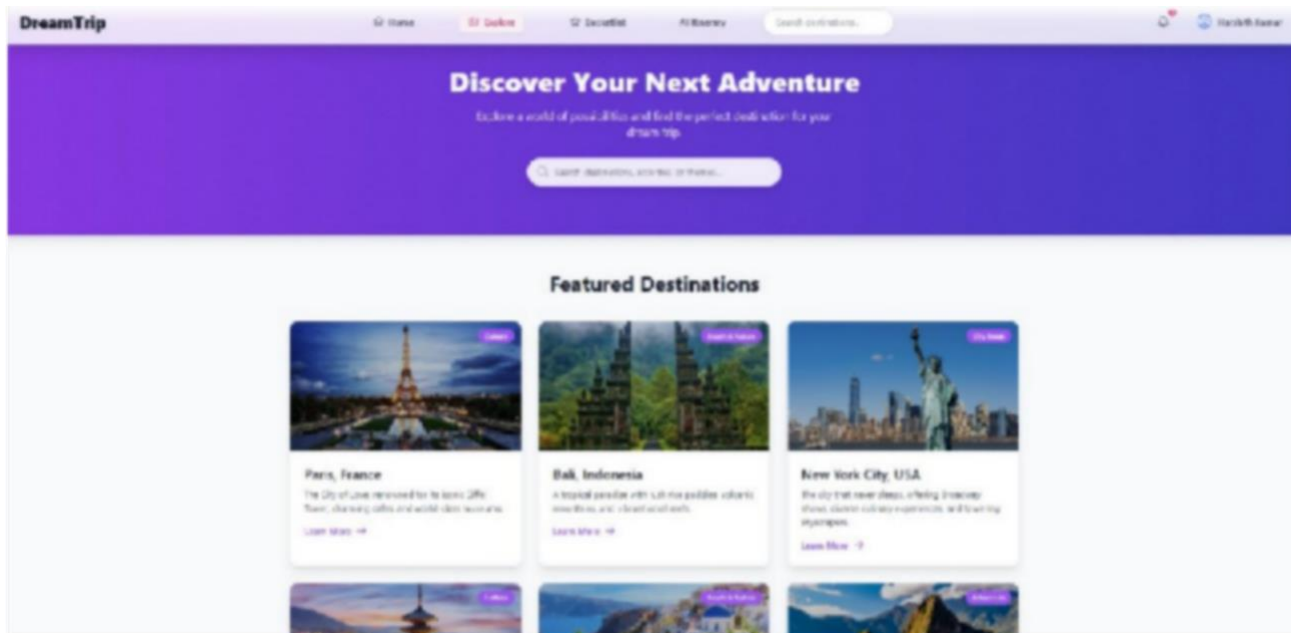
## VISITED PAGE



**FIGURE 7 : VISITED PAGE**

The Visited Bucket List page displays all the destinations that the user has marked as completed. For each location, users can view uploaded photos, diary entries, and the date of completion. It acts like a personal travel journal, where past memories are preserved in an organized manner. This page adds emotional value to the app, as users can revisit their past experiences and even edit or update their stories later

## EXPLORE PAGE



**FIGURE 8 : EXPLORE PAGE**

The Explore Page is designed to inspire users by showcasing popular destinations, travel ideas, and trending places that others may have visited. Although initially static, this page can be extended in the future to dynamically suggest destinations based on user preferences or AI-powered recommendations. Users can browse through the places and optionally add them to their own bucket list. The goal of this page is to encourage users to dream big and discover new places they might want to visit.

## CONCLUSION

DreamTrip serves as a unique and user-centric platform that bridges the gap between planning future travels and cherishing past adventures. By combining the features of a bucket list manager and a digital travel journal, the application provides users with a complete solution to track their dream destinations, document completed trips, upload photographs, and write diary entries—all in one place.

The project successfully demonstrates the practical implementation of full-stack web development using the MERN (MongoDB, Express.js, React.js, Node.js) stack. Through a clean and interactive frontend, a secure and scalable backend, and an efficient database system, DreamTrip showcases how modern web technologies can be leveraged to build meaningful and engaging applications. The ability to perform CRUD operations, maintain dynamic user interaction, and handle real-time data updates contributes to a seamless and responsive user experience.

More than just a technical accomplishment, DreamTrip reflects a deep understanding of how personal experiences and memories play an important role in travel. It not only helps users stay organized and goal-oriented but also encourages emotional reflection by enabling them to relive their memories in a structured digital format.

In conclusion, DreamTrip stands out as a creative, functional, and emotionally enriching platform for travel enthusiasts. It lays a solid foundation for future enhancements like social integration, AI-driven travel suggestions, cloud-based storage, and mobile app support. As people continue to explore the world, DreamTrip ensures that every destination visited becomes a memory preserved—and every dream destination remains just a step away from reality.

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