

# **Trails**

Submitted in the partial fulfillment for the award of

the degree of

**BACHELOR OF ENGINEERING** 

IN

**Games and Graphics** 

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# **Outline**

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## Introduction to Project

- The Indian travel market is a large and growing market, with over 1.2 billion people traveling domestically each year.
- There is a need for a travel planning app that is specifically designed for Indian travelers, as most existing apps are not tailored to the needs of Indian travelers.





## The Trails App

- The Trails app is a mobile travel planning app that is designed specifically for Indian travelers.
- It uses recommendation systems, multimodal trip planning, and sustainable travel promotion to help users plan trips that are tailored to their individual needs and preferences.





# Recommendation Systems

- The Trails app uses recommendation systems to suggest travel destinations, activities, and restaurants based on the user's travel preferences, location history, and social network connections.
- This helps users to discover new places and experiences that they might not have found on their own.





# Multimodal Trip Planning

- The Trails app helps users plan trips that involve multiple modes of transportation, such as public transportation, walking, and cycling.
- This is important in India, where public transportation is often the most efficient and affordable way to travel.





### Sustainable Travel Promotion

- The Trails app promotes sustainable travel practices by providing users with information about the environmental impact of different travel options.
- The app also helps users to find sustainable travel destinations and activities.





## User Testing and Evaluation

- The Trails app was evaluated through a user testing process that involved a group of Indian travelers.
- The results of the user testing were positive, with users finding the app to be easy to use and helpful in planning their trips.

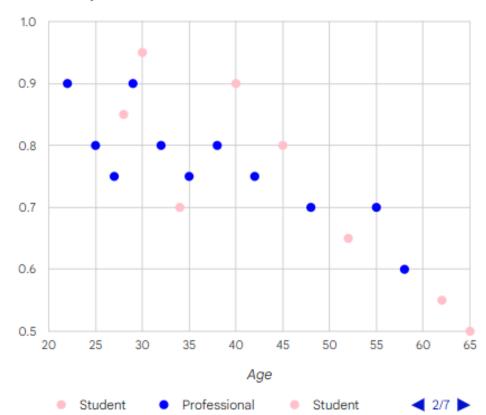




Likelihood to Use Trails

# User Testing and Evaluation

# Likelihood to Use Trails by Age, Gender, and Occupation



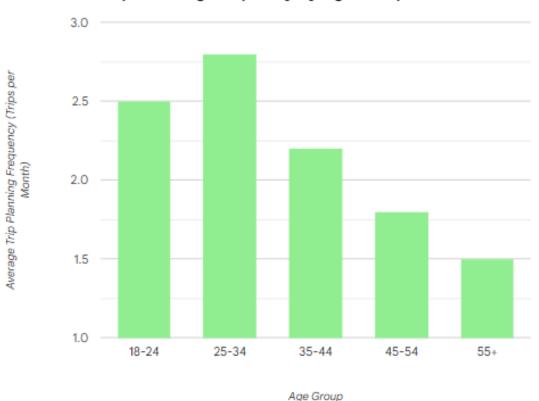
Recurring Users by age group for Trails Likelihood to use Trails by Age, Gender, and Occupation





# User Testing and Evaluation

#### Trip Planning Frequency by Age Group for Trails



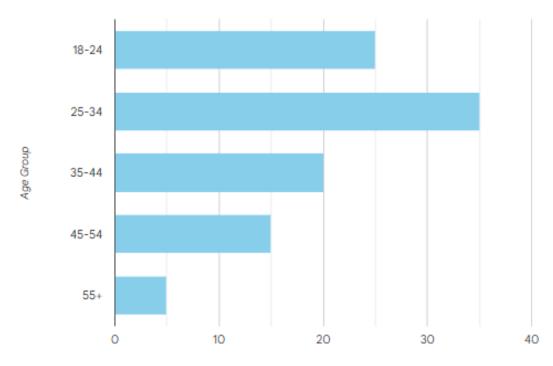
Trip Planning Frequency by age group for Trails





# User Testing and Evaluation

#### Recurring Users by Age Group for Trails



Percentage of Recurring Users

Recurring Users by age group for Trails





## Methodology Used

#### **User-centered design approach:**

- Conducted user research to understand the needs and preferences of Indian travelers.
- Created personas to represent the different types of Indian travelers who would use the app.
- Developed an information architecture to ensure that the app is easy to use and navigate.

#### **Cross-platform development:**

• Used Flutter to develop the Trails app, allowing it to run on both Android and iOS devices.

#### **Rigorous testing:**

- Conducted internal and user testing to ensure that the app is stable and bug-free.
- Gathered feedback from Indian travelers to refine the app's usability and effectiveness.





## App Development code Screenshot

@override

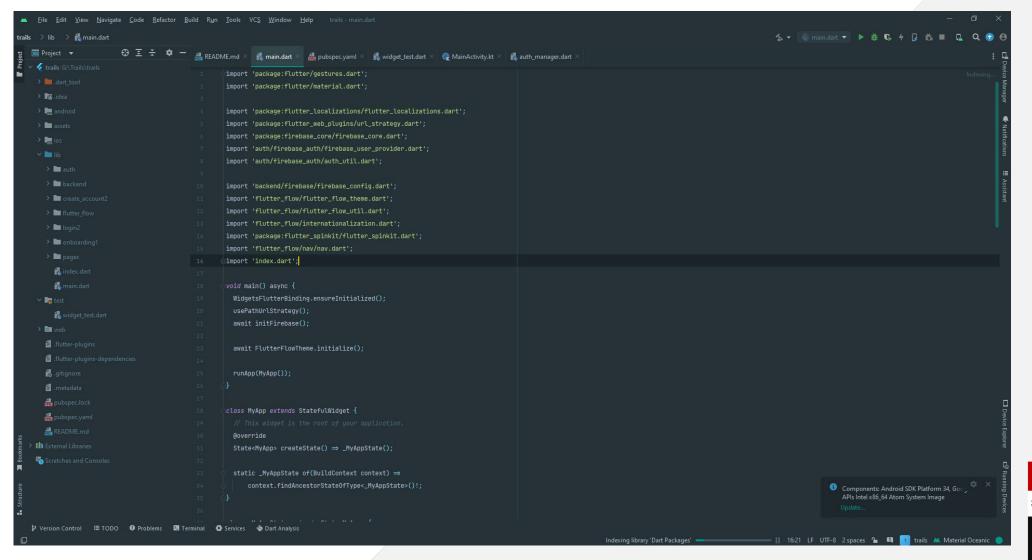
```
import '/flutter_flow/flutter_flow_theme.dart';
                                                                                         Widget
import '/flutter_flow/flutter_flow_util.dart';
import 'package:flutter/material.dart';
import 'package:google_fonts/google_fonts.dart';
import 'package:provider/provider.dart';
                                                                                                                               Page Title
import 'page2_model.dart';
export 'page2_model.dart';
class Page2Widget extends StatefulWidget {
  const Page2Widget({Key? key}) : super(key: key);
  @override
  _Page2WidgetState createState() => _Page2WidgetState();
class _Page2WidgetState extends State<Page2Widget> {
                                                                                                                                         Drag Elements
  late Page2Model _model;
                                                                                                                                        into this Column
  final scaffoldKey = GlobalKey<ScaffoldState>();
  @override
  void initState() {
    super.initState();
    _model = createModel(context, () => Page2Model());
  @override
  void dispose() {
    _model.dispose();
    super.dispose();
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```

#### **Flutter**





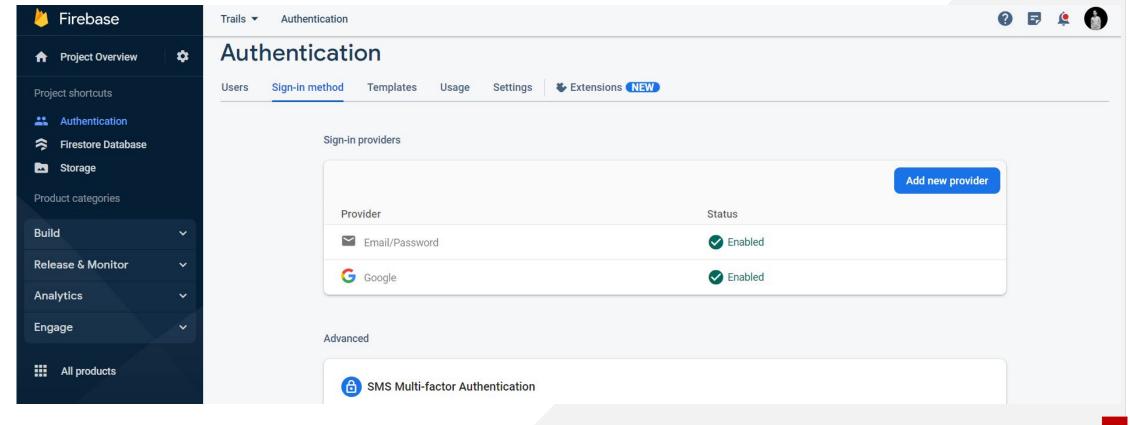
#### Android Studio Screenshot





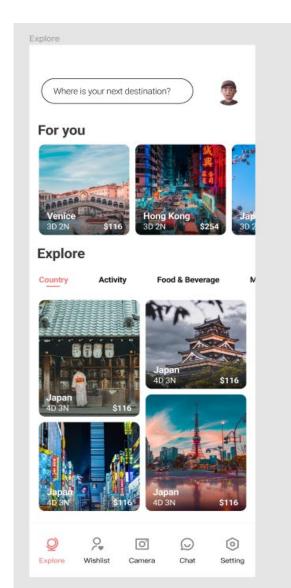
### Backend Screenshot



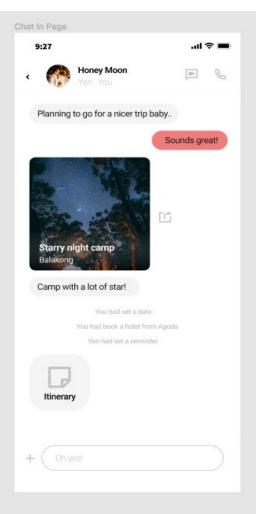




## Results and Outputs







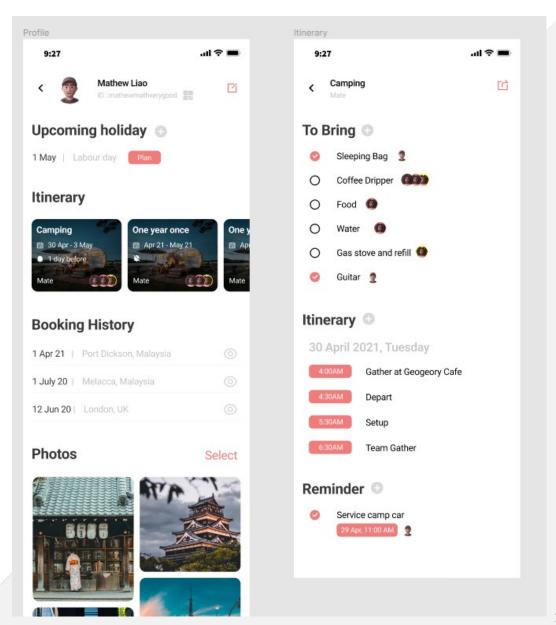
Homepage and Group Chat page of the app.





## Results and Outputs

Travel Planner Page and Itinerary manager Page of the app.







### Conclusion

- By embracing a user-centric design approach, we have meticulously crafted the Trails app to cater to the specific needs and preferences of Indian travelers.
- We are confident that this approach has resulted in a valuable tool that will enhance the travel experience for Indian travelers.





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