

eProject: WOW (Wonder of the World)

Design-Doc

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Batch: 2510E1

Group: E

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Synopsis

The WOW (Wonder of the World) project is an interactive, web-based educational application developed to provide users with comprehensive historical, cultural, and visual information about the New Seven Wonders of the World. The system combines modern web technologies with an engaging user interface to deliver an immersive learning experience. By integrating multimedia content, smooth navigation, and interactive features, the project enhances user understanding and interest while making educational content easily accessible across multiple devices.

Problem Definition

In the digital age, users often rely on multiple fragmented sources to obtain information about historical landmarks, which can be time-consuming and inefficient. Many existing platforms lack interactivity, visual engagement, and structured presentation of information. The WOW project addresses this problem by offering a centralized, visually rich, and interactive platform that presents accurate information about the Seven Wonders of the World in a user-friendly manner. Many learners rely on scattered online sources for historical information. This project solves the problem by providing a centralized, visually rich, and interactive platform.

Customer Requirement Specification (CRS)

- Responsive and visually appealing interface
- Detailed information for each world wonder
- Image gallery for each wonder
- Feedback and rating system
- Search functionality
- Booking modal for tourism simulation

Functional Requirement

The system allows users to browse information about each wonder, view image galleries, search for specific content, download informational PDFs, and submit feedback with ratings. Additional functionality includes interactive navigation, modal-based detailed views, and a simulated booking feature to enhance realism and user engagement.



Non-Functional Requirements

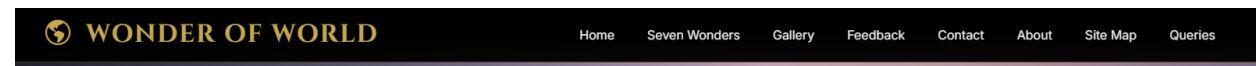
The WOW project emphasizes performance, usability, and responsiveness to ensure smooth operation across different devices and browsers. The system is designed to load efficiently, maintain visual consistency, and provide a seamless user experience while ensuring accessibility and ease of use for all users.

Technology Used

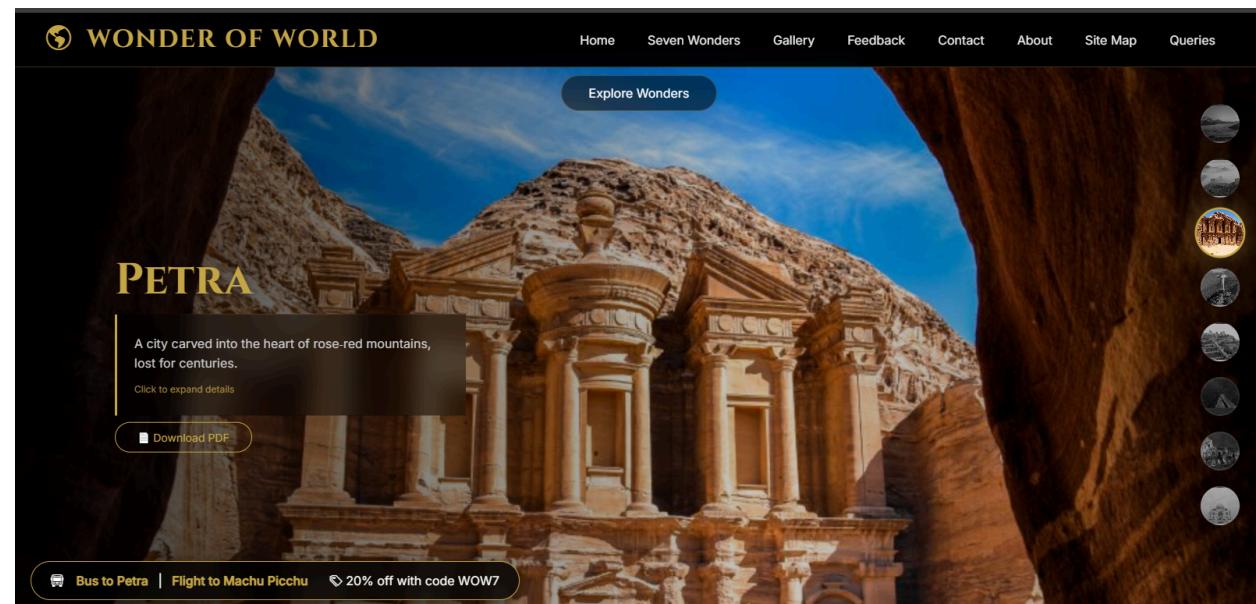
The project is developed using HTML5 for structure, CSS3 and Bootstrap for styling and responsiveness, and JavaScript for interactivity and dynamic behavior. Supporting libraries such as jsPDF are used to generate downloadable content. These technologies ensure that the system is lightweight, efficient, and compatible with modern web standards.

System Design

The system follows a single-page application design approach, where all major sections are accessible through smooth navigation without reloading the page. The modular design allows each feature, such as gallery, feedback, and booking, to operate independently while remaining integrated within the overall system architecture.



And there's another navigation bar on the right side to quickly navigate Wonders.



On the right side of the screen, small circle shaped icons can be seen. They are basically use for navigation purpose. The Colored icon tells in which Wonder slide you are currently in.

Scope of the Project

The scope of the WOW project includes the design and development of a responsive web application that provides detailed information, images, and interactive features related to the Seven Wonders of the World. The project is limited to front-end technologies such as HTML5, CSS3, Bootstrap, and JavaScript, and is accessible through modern web browsers. The system focuses on usability, responsiveness, and user engagement without involving backend database operations.

Sitemap



The sitemap provides a clear representation of the website's structure and navigation flow. It includes sections such as Home, Seven Wonders, Gallery, Feedback, Contact, About, Sitemap, and Queries, allowing users to easily understand and navigate the website. Below are the site maps as shown in (Fig:1.0)

***Home → Seven Wonders → Gallery → Feedback → Contact → About
→ Site Map → Queries***

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Modules Description

Home Page: Scroll-based introduction of wonders



Seven Wonders: Detailed historical sections with modal view



Gallery: Image collections of every wonder with their own carousels.

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History; Detailed description of every wonder with event dates.



THE GREAT WALL OF CHINA

The Great Wall of China is a series of fortifications built over nearly two millennia. The earliest walls date to the 7th century BC, built by the Chu state. In 221 BC, Emperor Qin Shi Huang unified China and ordered the connection and extension of existing walls to fend off Xiongnu nomads—this early wall used tamped earth and stretched about 5,000 km. The Han Dynasty (202 BC – 220 AD) extended the wall westward to protect the Silk Road, adding watchtowers and beacon towers. Subsequent dynasties (Northern Qi, Sui, Jin) built sections, but the most famous construction occurred during the Ming Dynasty (1368–1644). From 1368 onward, the Ming rebuilt the wall using bricks and stone, creating the formidable structure we see today, with its characteristic crenellations and defensive systems. By 1644, the Ming had constructed over 8,850 km of wall (including branches). The total length of all dynasties' walls exceeds 21,196 km (13,171 miles). Millions of laborers—soldiers, peasants, prisoners—worked on it; many died and were buried in the wall, earning it the

Feedback: User feedback and star rating system

FEEDBACK

Your name

Email address

Rating

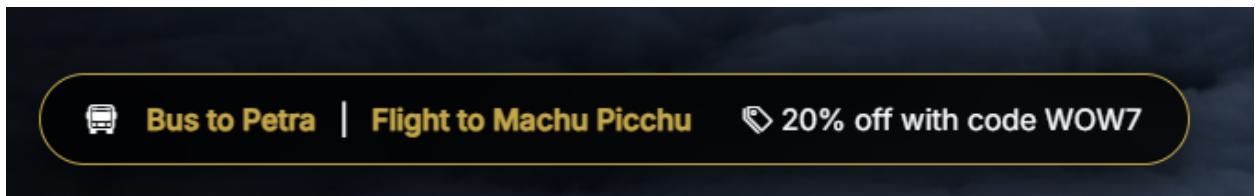
★★★★★

Your comments...

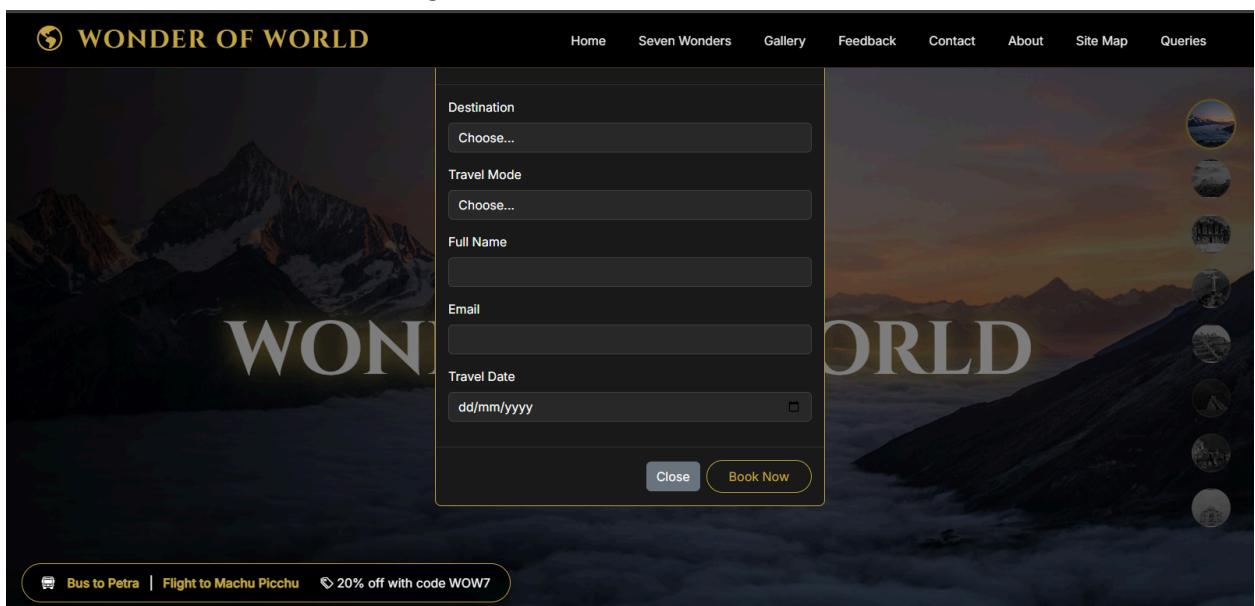
Submit feedback

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Booking Modal: Simulated travel booking form. Its located at the bottom left side of the site.



This will show once any of the links above clicked.
Either its Bus to Petra or Flight to Machu Pichu.



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Conclusion

The WOW (Wonder of the World) project successfully demonstrates the effective use of modern web technologies to create an informative, interactive, and user-friendly educational platform. By fulfilling its objectives and meeting user requirements, the project serves as a valuable academic implementation that combines technical skills with creative design and practical usability.