



# *Destination... Everywhere*

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### Name of App:

Destination...Everywhere

### Description:

This application will allow adventurous people to travel the world on a whim. They'll have three top places to initially choose from based off results of a survey they can take. They will also have the option of just typing in a destination to find the cheapest flights available. Once a destination is chosen, information regarding that specific place will be displayed.

### Technologies:

- JavaScript
  - AngularJS
  - CRUD Methods
  - Angular Bootstrap
- HTML/CSS
- Google Maps API
- User Login
- Google Places API
- Google Express Airfare API

### Features (M.V.P):

1. User Login / Guest
  2. Survey with Results
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3. Flight Information
4. Destination Information
5. Wanna Go / Been There Buttons
6. Favorites List

### Stories:

1. Story Name: User Login / Guest

Sizing: Extra Large

Value Statement: Allowing a user to have their own account will allow them to keep track of places they want to go (green pin) and places they have already been (red pin) as well as, buy tickets.

Assumptions: User will have a Google account to use for login, if not, they can create one.

Acceptance: User will be able to login to access the personal features.

2. Story Name: Survey

Sizing: Extra Large

Value Statement: Allows the user to get three top values based on their interests and preferences. This will make the location picked more personal to them.

Assumptions: User will know how to take a survey to better curve the results towards someplace they would like.

Acceptance: User will be able to choose a place tailored more towards their wants and interests.

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### 3. Story Name: Flight Information

Sizing: Medium

Value Statement: This will show the user the cheapest flights available to the location they want to travel to.

Assumption: User will have searched for and bought plane tickets before. If not, it will have a couple easy fields to fill in to search.

Acceptance: This will allow the user to choose which flight option is best suited for them.

### 4. Story Name: Destination Information

Sizing: Large

Value Statement: Once a destination is decided upon, this will help them get a little information on the place they are about to go to. This will be useful especially if they use the destination randomizer to pick their location on a whim.

Assumption: User will want to know some information and tips before departing for their trip.

Acceptance: This will ensure the traveler is a little informed about what the location has to offer and some tips to help them out once they're there.

### 5. Story Name: Wanna Go / Been There Button

Size: Small

Value Statement: This will help users keep track of which places they desire to go to and which places they have traveled to. Red for been there, green for let's go! Once they have traveled to a specific location, they can log back in and click the "been there" button to change the marker from green to red.

Assumption: User will want to keep track of where they have been and the places they want to go. If you are adventurous and want to travel to a lot of places, it can become difficult to keep track of all of them.

Acceptance: This will allow the user to keep track of places they want to go, places they have traveled to, and change the pin color of want to go to have been with just a click of a button.

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6. Story Name: Favorites List

Size: Small

Value Statement: This will allow users to keep track of which destinations they liked best and why.

Assumption: Person will have places they have been to that they really enjoyed and want to remember it.

Acceptance: This will allow the user to add their favorite places to a list and keep track of them for later reference.

### **Future Roadmap:**

- Destination Randomizer
- Comments on Individual Cities
- Hotel Accommodation Option
- Blog Option on Favorites Page for Making Comments and Recording Memories

**Wire Frame:**

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