#### University of Macau May 6th, 2024



CISC3003 Web Programming Instructor: Prof. Kam H. Vat

# Group Project Proposal

Design and Implementation of Travel Web: An Interactive Web Platform for Global Travel Enthusiasts

By: TEAM 5

PAIR 18: Li Shitian DC126892

Wu Xinrui CC029577

PAIR 12: Wang Hao DC127253

Xiao Yuanze DC127823

PAIR 13: Chen Yiran DC126808

Ao Chikin DC126400

#### 1. Executive Summary

This proposal presents the design and implementation plan for "Travel Web," an interactive travel platform designed to serve the global travel community. Leveraging advanced web technologies including HTML, CSS, JavaScript, PHP, Docker, and MySQL, the project aims to provide a comprehensive solution for travel enthusiasts to explore, book, and discuss global travel destinations. The platform will integrate functionalities such as a dynamic and interactive world map, a seamless booking system, and an engaging community forum to ensure a holistic user experience. The ultimate goal is to simplify the process of travel planning and enhance the overall user experience by fostering a community of travelers who can share insights and reviews.

### 2. Project Objectives

The objective of this project is to develop "Travel Web," a platform that not only allows users to explore and book travel experiences but also enables them to interact with other travelers through a community-driven forum. The site will feature an interactive map on its homepage, providing users with the ability to click through to different continents and discover various attractions. In addition to travel exploration, the platform will offer a fully integrated booking system, making it easy for users to plan and secure their travel arrangements directly through the website. A key component of the project is the development of a user-friendly forum where travelers can share experiences, tips, and reviews, thereby enriching the community's collective knowledge and fostering deeper engagement with the platform.

# 3. Project Scope

The project scope encompasses several key areas of development. The homepage will be designed to immediately engage users with an interactive map highlighting different continents, which when clicked, will display detailed information about attractions, cultural sites, and historical landmarks. This interactive feature aims to provide a visually appealing and intuitive user experience. A sophisticated booking module will be integrated into the platform, allowing users to select attractions, complete personal information, and make secure payments online. To support user interaction and retention, a dedicated forum will be established where users can create discussions, post experiences, and interact with other community members. The project will also include the creation of secure login and user management systems to safeguard personal information and enhance user convenience.

### 4. Methodology

The methodology for developing "Travel Web" involves using a mix of front-end and back-end technologies to create a responsive and secure platform. The front-end will utilize HTML, CSS, and JavaScript to develop interactive and user-friendly interfaces, while the back-end operations will be managed using PHP and MySQL to handle data processing and storage. Docker will be employed to streamline development and deployment processes, ensuring consistency across various environments. The project will be executed in phases, starting with the design and development of core functionalities, followed by the integration of the community forum and additional features based on user feedback. Comprehensive testing will be conducted to ensure compatibility across different devices and browsers, maintaining high usability and performance standards.

# 5. Budget and Resource Allocation

The budget for the project will cover costs related to human resources, software licenses, and marketing activities. A team comprising developers, a project manager, and support staff will be assembled to ensure a comprehensive approach to project development and implementation. Investments in premium software tools will be made to support design, development, and testing phases. Additionally, funds will be allocated for marketing initiatives aimed at promoting the platform's launch and attracting initial users.

#### 6. Conclusion

"Travel Web" is set to revolutionize the way travelers plan and engage with global travel destinations. By providing a platform that combines ease of booking with rich community interactions, the project aims to create a vibrant ecosystem for travel enthusiasts. TEAM 5 is committed to delivering a high-quality product that meets the needs of modern travelers and encourages a deeper exploration of the world.