



# Tour Guid App to TRAVELING IN World

## 1. Project Planning

### 1.1 Project Overview:

The Tour Guide App is a mobile application designed to help users discover nearby historical and recreational tourist attractions. The app provides location-based recommendations, maps navigation, and allows users to create and manage a personalized visit list.

### 1.2 Project Scope:

- Integrating external APIs to retrieve tourist attraction data.
- Displaying attractions on an interactive map.
- GPS-based notifications when users approach a tourist spot.
- Creating and managing a personal “Visit List.”
- User-friendly UI to browse, search, and save places.

### 1.3 Objectives:

- Provide accurate and up-to-date information using APIs.
- Enhance tourism experience through location-based alerts.
- Allow users to plan their visits efficiently.
- Improve discoverability of tourist places.

### 1.4 Assumptions:

- Users have active internet and GPS.
- API responses are available and reliable.
- Mobile device supports push notifications.

## 1.5 Constraints:

- Battery consumption due to continuous location tracking.
- Limited offline functionality.

## 1.6 Project Deliverables:

- UI/UX design mock-ups.
  - Functional mobile application (Android/iOS).
  - Documentation (SRS + Planning + Stakeholder Analysis).
  - Test cases and results.
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# 2. Stakeholders Analysis

## 2.1 Stakeholders List:

Stakeholder	Role	Interests	Influence
End Users	People using the app	Easy navigation, accurate data, notifications	High
Developers	Build the app	Clear requirements, stable API	Medium
Project Manager	Oversees development	On-time delivery, smooth workflow	High
Tourism Authorities	Provide official data	Promote tourism	Medium
UI/UX Designers	Design app screens	Simple and attractive experience	Medium

## 2.2 Stakeholder Analysis Details:

### → End Users

- **Needs:** Quick access to places, map navigation, save list.
- **Impact:** Their feedback shapes UI and features.

### → Developers

- **Needs:** Clear API documentation, stable requirements.
- **Impact:** Control app performance and stability.

### → Tourism Authorities

- **Needs:** Increased visits to local attractions.
- **Impact:** May provide additional data or require standards.

# 3. Database Design

## 3.1 Database Tables

USER TABLE			
Attribute Name	Data Type	Key	Description
UserID	INT	PK	Unique User ID.
Username	VARCHAR(50)	UNIQUE	For easy login and display.
Email	VARCHAR(100)	UNIQUE	User's email (for contact/security).

ATTRACTION TABLE			
AttractionID	INT	PK	Unique Attraction ID.
Name	VARCHAR(255)	NOT NULL	Name of the tourist spot.
Latitude	DECIMAL(10, 8)	NOT NULL	GPS latitude (for map navigation).
Longitude	DECIMAL(11, 8)	NOT NULL	GPS longitude (for map navigation).
Description	TEXT		Brief overview of the place.
API_Ref_ID	VARCHAR(50)	UNIQUE	The unique ID from the external API.

LIST TABLE			
ListID	INT	PK	Unique entry ID.
UserID	INT	FK (User)	The user who saved this item.
AttractionID	INT	FK (Attraction)	The attraction the user saved.
Date_Added	DATETIME	NOT NULL	When the user saved the item.

## 3.2 Database Relations

- User to Visit\_List (1:M)

A single User can create many entries in the Visit\_List table (i.e., they can save many different attractions).

An entry in the Visit\_List table belongs to only one User.

- Attraction to Visit\_List (1:M)


Single Attraction can appear in many different users' Visit\_List tables (i.e., many users can save the same attraction).

An entry in the Visit\_List table links to only one Attraction

- User to Attraction (M:N)


Many Users can save many Attractions.


## 4. UI Prototype




### Wander Guide


Sign up to Explore the World.

 Zmail

 Password


 Confirm Password


Register



### Wander Guide

Sign in to Explore the World.

 Zmail Address

 Password

LOG IN

New User? Register Here

