# Travel Guide

## Requirements

Create a Web-based application to help tourists experience their destination by offering information about interesting locations near them. The web application is supposed to include three parts:

* Blog-like pages with articles about travel destinations
* Map of interesting locations around tourist towns and places a user has visited
* Administration interface for publishing articles and managing locations

Provide the following functionality to all visitors (without authentication):

* Read articles about travel destinations
* View recommendations on a map
* Advanced search (by category, nearby events, price range, location, etc.)

In addition to the previous functionality, registered users can:

* Leave comments on the map
* Mark the places they’ve already visited and post their pictures

Authenticated administrators should be able to:

* Publish and edit articles
* Manage locations on the map
* Moderate messages left by registered users

The app uses a mapping API (Google Maps, BGMaps).

**Create a Web UI prototype for the Travel Guide system.**

## Team Organization

Create a GitHub organization for all team members, or a GitHub project with collaborators. Initialize the project with a Readme.md file in which you should describe what each team member is doing.

Split the different views (core pages) of your assignment and have each team member work on at least one task. Commit the results to the GitHub repository.

## Tools

When creating the prototypes, you are free to use **whatever method you like**, including paper and post-it notes (take pictures and commit them to the repository). Additionally, you may use image editing software, HTML+CSS, or a prototyping tool (Indigo Studio, Balsamiq, etc.).

## Submitting Your Work

You have until **9. July** to submit a **link to your GitHub** repository on the course page under Exercise: Creating a UI Prototype:

<https://softuni.bg/trainings/1686/practical-teamwork-javascript-may-2017>

If you used a prototyping tool that works online, submit a link to your **project page** instead, and make sure it’s publicly accessible. ***Every team member submits the same link!***