BSc (Hons) Computing Course 2021/22	
Level 6 Production Project	
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Course: BSc (Hons) Computing	**Supervisor's Name:**

Final Project Individual Aim & Objectives

JoyfulJourneyMates

Aim of my project

The aim of the "Joyfulmates" app is to simplify group travel planning. Users can log in, choose from diverse categories like long-distance or trekking, and select specific routes with details on pricing and accommodation. By connecting like-minded individuals, the app aims to enhance the overall travel experience, making it accessible, enjoyable, and communal.

Objectives of my Project: Main objective and sub objective and should match with with your title or research

Efficient Group Formation:
- Implement a matching algorithm to connect travelers with shared interests.
- Facilitate effective communication among group members for collaborative planning.

Effective Transportation Management:
- Introduce a system for users to book distinct vehicles based on specific routes.
- Minimize travel time by optimizing routes according to user preferences and destinations.

Fair Pricing and Cost-Effective Solutions:
- Implement a transparent pricing model, eliminating additional costs for diverse destinations.

Sub-objective

Enhanced User Experience:
- Simplify the login process and user interface for a seamless experience.
- Develop an intuitive system for destination and travel type selection.

Optimized Travel Planning:
- Provide a comprehensive list of travel options, categorizing them by type and route.
- Enable users to effortlessly choose their preferred destinations and travel types.

Specification of my Product:

** Functional and Non Functional activities with MoSCoW

Functional requirement

- Implement a matching algorithm to connect travelers with shared interests : **M**
- Facilitate effective communication among group members for collaborative planning: **M**
- Introduce a system for users to book distinct vehicles based on specific routes.: **M**
- Minimize travel time by optimizing routes according to user preferences and destinations :**S**
- Implement a transparent pricing model, eliminating additional costs for diverse destinations :**M**
- User and admin have different dashboard :**S**
- Allow users to negotiate and customize accommodation prices through the platform :would
- Simplify the login process and user interface for a seamless experience: **M**
- Develop an intuitive system for destination and travel type selection: **S**
- Provide a comprehensive list of travel options, categorizing them by type and route: **M**
- Enable users to effortlessly choose their preferred destinations and travel types :**M**
- Implement google map : **W**
- Allow user to message each other inside app: **W**

Non Functional Requirement

- Product is user friendly : **M**
- Product is platform independency: **W**
- Encryption of password: **S**
- App can be used by numerous users simultaneously: **S**
- responsive and relevant in mobile tablet and laptop: **S**

Research: ** Focus mainly and describe the things you want 100 to 150 words

The research explores key facets in the realm of travel technology and tourism experiences. Firstly, it delves into the impact of Cultural Intelligence (CQ) on user satisfaction with travel apps and overall tourism experiences (Ángel L. Coves-Martínez, 2022). Also traveling to different places with the people of different interest is uncomfortable for several tourist and aslo I want to mention the role of mobile app for the future of travel and tourism, focusing on Portuguese tourists and their engagement throughout the travel process (Magano, 2019). Finally, it explores the potential of Python in map customization for a Tourism Enhancer App, emphasizing user-friendly interfaces and dynamic information retrieval (Raju Dr. S. Hrushikesava, 2020).

Evaluation: 100 words

The research exhibits a comprehensive investigation into diverse aspects of travel technology, offering valuable insights for both academia and industry stakeholders. This will be beneficial for both tourist and the stake holder contributing to enhanced user satisfaction (Ángel L. Coves-Martínez, 2022). The examination of mobile apps in the tourism context provides a nuanced understanding of their pivotal role in shaping the overall travel experience. Furthermore, the evaluation of Python's role in map customization establishes a foundation for innovative applications, contributing to a richer understanding of regions and their tourism potential. Overall, the research provides a multifaceted perspective on the evolving landscape of travel technology and its implications for tourism.

Project Planning & Methodology

Project Planning:

** **what after the research or product**

** **Project Timeline**

** **Gantt chart**

Methodology: RAD , waterfall, JAD, agile / Scrum or any other/ Use literature review

Agile

Research paper used

- Mobile Apps and Travel Apps on the tourism journey
- Tourism Enhancer App: User-Friendliness of a Map with Relevant Features

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Resources

The hardware and software I require to complete my Project successfully: ** List of tools/ software and Hardware compulsory

Hardware required

- Windows Laptop
- Mobile android

Software required

- Ms word
- Ms excel
- Ms powerpoint
- Python
- Django Framework
- HTML/CSS/JavaScript
- Django REST Framework
- Cassandra
- My sql
- Git
- Agile Tools
- Bootstrap
- SSL Certificates
- Jenkins
- Pytest
- Selenium
- Docker

- Kubernetes
- Visual Studio Code
- PyCharm
- Swagger
- Pip
- AWS
- Application Performance Monitoring

Human Resource

I am working on my Project with the following people

Name: Ravi Prakash Yadav	Role: not needed
	Module Leader
	Supervisor

Initial Bibliography

Bibliography

- Ángel L. Coves-Martínez, C. M. S.-O. D. M. F.-J., 2022. Cultural intelligence as an antecedent of satisfaction with the travel app and with the tourism experience,. *Computers in Human Behavior,* Volume 2022.

- Magano, J. a. C. M., 2019. Mobile apps and travel apps on the tourism journey. *researchgate.*

- Raju Dr. S. Hrushikesava, R. B. L. K. A. S. F. W., 2020. Tourism Enhancer App: User-Friendliness of a Map with Relevant Features. *IOP Conference Series: Materials Science and Engineering,* 981(2020).

Gantt chart

Task ID	Task Title	Duration	
	Final Project	**120 Days**	**March 24**
1	**Research Phase:**	**20 days**	**January1/24**
1.1	Explore Cultural Intelligence (CQ) impact on travel app satisfaction.	6 days	
1.2	Investigate mobile app's role in tourism, with a focus on Portuguese tourists.	6 days	
1.3	Examine Python's potential in map customization for Tourism Enhancer App.	6 days	
1.4	Creating first submission	2 days	January 7/24
2	**Product Specification:**	**12 days**	
2.1	Define functional and non-functional requirements.	6 days	Jan 16/24
2.2	Apply MoSCoW prioritization to requirements.	6 days	Jan 22/24
3	**Development Phase:**	**50 days**	
3.1	Implement matching algorithm for shared interests.	6 days	Jan28
3.2	Develop communication features for collaborative planning.	5 days	Feb 1/24
3.3	Integrate system for booking distinct vehicles.	5 days	Feb 6/24
3.4	Optimize routes according to user preferences.	3 days	Feb 11/24
3.5	Implement transparent pricing model.	4 days	Feb 14/24
3.6	Create user and admin dashboards.	5 days	Feb 18/24
3.7	Allow negotiation and customization of accommodation prices.	5 days	Feb 23/24
3.8	Simplify login process and user interface.	2 days	Feb 28/24
3.9	Develop intuitive system for destination and travel type selection.	5 days	Feb 30/24
3.10	Provide a comprehensive list of travel options.	2 days	March 5/24
3.11	Enable users to choose preferred destinations and travel types.	3 days	March 7/24
3.12	Implement Google Maps integration.	2 days	March 10/24
3.13	Enable in-app messaging functionality.	3 days	March 12/24
4	**Testing and Optimization:**	**22 days**	
4.1	Ensure product is user-friendly.	4 days	March 15/24
4.2	Test platform independence.	5 days	March 19/24
4.3	Implement password encryption.	4 days	March 24/24
4.4	Conduct simultaneous user testing.	6 days	March 28/24

4.5	Optimize responsiveness for mobile, tablet, and laptop.	3 days	April 4/24
5	**Evaluation and Documentation:**	**16 days**	
5.1	Evaluate the impact of research on product development.	6 days	April 7/24
5.2	Document research findings and product implications.	10 days	April 13/24
5.3	Project checking	10 days	April 23/24
5.4	Bug fixing	5days	April 28/24
6	Documenting and running the whole project With all the requirements check	17 days	March 3/24-march 21/24
6.1	Submitting project	4 days	March 25/24

Project Timeline

Project Timeline: "joyfuljourneymates"

Task ID	Task Title	Duration
1	**Research Phase:**	**20 days**
1.1	Explore Cultural Intelligence (CQ) impact.	6 days
1.2	Investigate mobile app's role in tourism.	9 days
1.3	Examine Python's potential in map customization.	5 days
2	**Product Specification:**	**12 days**
2.1	Define functional and non-functional requirements.	7 days
2.2	Apply MoSCoW prioritization to requirements.	5 days
3	**Development Phase:**	**50 days**
3.1	Implement matching algorithm.	4 days
3.2	Develop communication features.	3 days

3.3	Integrate system for booking distinct vehicles.	6 days
3.4	Optimize routes according to user preferences.	4 days
3.5	Implement transparent pricing model.	3 days
3.6	Create user and admin dashboards.	5 days
3.7	Allow negotiation and customization of accommodation prices.	4 days
3.8	Simplify login process and user interface.	3 days
3.9	Develop intuitive system for destination and travel type selection.	4 days
3.10	Provide a comprehensive list of travel options.	4 days
3.11	Enable users to choose preferred destinations and travel types.	4 days
3.12	Implement Google Maps integration.	3 days
3.13	Enable in-app messaging functionality.	3 days
4	**Testing and Optimization:**	**22 days**
4.1	Ensure product is user-friendly.	3 days
4.2	Test platform independence.	4 days
4.3	Implement password encryption.	3 days
4.4	Conduct simultaneous user testing.	7 days
4.5	Optimize responsiveness for mobile, tablet, and laptop.	5 days

5	**Evaluation and Documentation:**	**16 days**
5.1	Evaluate research impact on product development.	6 days
5.2	Document research findings and product implications.	10 days