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YouTube Link: https://www.youtube.com/watch?v=LtKRUCtiXxE

The traveler planner app is designed to ease the process of planning a trip along with the hassle of locating preplanned information or documents while on a trip. The audience is for travelers in general, but specifically younger travelers may be more inclined to use technology in the travel planning process and families may find the organizational aspect useful.

The audience described above, without a planning app, may find themselves in frequent frustrating and time-consuming situations while traveling as a result of misplacing important reservations or details. The app will reduce these inconveniences because all information will be easily located on the app. Information will not only be conveniently located, but immediately accurate based on what was planned versus guessing what a next destination or reservation was. The process to plan the trip will also be enhanced by using the travel planner app. With daily planning, a traveler can see what is currently booked for each day. A convenient packing list is also easily accessible. With the travel planner app, once the day of the trip rolls around, the traveler can just sit back and relax and enjoy everything that has been planned. The packing list being integrated with the calendar feature makes this app unique from others.

For the Swift required functionality we chose to use multiple optional variables. The activity model has several variables that could be included in an activity but were not required to create one. For these fields, such as address, attachments and description, we created optional variables, allowing the user to input information if they wanted, but still allowing the same functionality without inputting anything into the optional fields. The first UI requirement we chose was navigation view. This worked best with our layout because we have several views that are closely tied, so it is not out of the question for a user to want to go back to a previous page, however each view needed to be a full page. We also implemented scroll view. We chose this because we have multiple pages that display items based on user input, thus they are not fixed. The scroll view allows a user to see all of the information, regardless of the amount. Next, we used tab view. This was utilized for a user to choose between the calendar or the packing list. Both views seemed to be important and the tab view allows a user to easily switch between the two. Finally, we used a picker view. When creating a trip users need to pick start and end dates and when creating an activity users need start and end times. To get this information from the user we implemented date pickers. The UIView that we chose was the UITextView. This view allows a user to input any amount of text into the view in the same fashion as the notes app. The UITextView made sense to use for the packing list as this is a page for users to make a list in whatever structure they want. Lastly, we used Apple’s document directory to store our local json files and images. This was vital in blending our app together, because it allowed users the ability to save information they added to the trip planner.

Each team member contributed to implement the features in the app. Tori did a large majority of the styling for our app. She also created the packing list view which used UITextView as well as implementing the countdown, tab views, calendar layout, and handling input/output user interfacing with the application. Tyler worked on the “back end” of things by implementing the TVM and all of its components. He also built the different models as well as setting up the NavigationView and made it so if the app is opened and the date lines up with a trip, the appropriate trip and day are opened automatically.

While building and designing our app we had many successes. Our team worked very well in coordination together as well as effectively planning the app layout well before we created it. These two things led to greater design capabilities when it came to making our app. Through this creation process our app has been able to excel at displaying trip and activity information in a concise way, ranging from storing photos of tickets and reservations to website URL’s and map addresses. While we our very pleased with our app, it did not come without its complications. One of the largest complications we ran into was finding an effective way to structure the “back end”, such that edited information would easily persist and not accidentally be erased when switching views. We also ran into many minor hiccups like fixing the navigation view to behave in the desired fashion, displaying the calendar days in rows of 7, and lastly making the different UI elements line up nicely. If we were to continue building and designing this app, we would begin by adding some more Quality-of-Life features. This would include a notification center, the ability to attach documents to the attachments, a delete confirmation modal, and a settings menu to allow customization to our app.