Final Project Proposal Namibia Safari Guide

1. Overview

For my final project, I decided to work on a web application called **Namibia Safari Guide**. The main idea is to help tourists visiting Namibia get better information about animals they see in national parks. Many tourists are not familiar with the animals, their names, or where to find them, so I thought this app could be useful. It will give users pictures, names (including local names), and help them plan trips between parks.

I chose this idea because I'm originally from Namibia, and I've seen how visitors often struggle with this kind of information. I thought it would be cool to build something that connects tourism, tech, and local culture.

2. Target Audience

This app is mostly for tourists and travelers visiting Namibia. Especially those going on safaris and road trips in parks like Etosha, Namib-Naukluft, and others. It could also help locals who want to know more about their wildlife.

3. Major Functions

- **Animal Identification Page** – Users can search or browse animals by name or image.
- **Local Language Names** – Shows names of animals in local Namibian languages (like Oshiwambo or Nama).
- **Animal Info Page** – Gives a short description, images, and fun facts about each animal.
- **Google Map Integration** – Users can calculate distance from one park to another.
- **Park Info** – Quick details about national parks, including entrance hours, location, and contact.
- **Favorites List** – Users can save their favorite animals or places to visit.
- **Dark Mode / Light Mode** – Option to switch themes based on user preference.
- **Simple Travel Planner** – Lets users choose locations and see route/distance/time between parks.

4. Wireframes

I will create simple wireframes using Figma (or even draw them on paper if needed). There will be at least 3 views:

- Home Page
- Animal Detail Page
- Distance Calculator / Planner Page

Each will be responsive for mobile and desktop.

5. External Data

- **Wikipedia API** – For animal descriptions and images.
- **Google Maps Distance Matrix API** – To calculate distance and time between parks.
- Optional: **Google Translate API** – To help translate animal names into local languages.

I might store a few favorites or user preferences in localStorage.

6. Module List

- **Header/Footer Module** – Consistent layout across pages
- **AnimalList Module** – To load and display a list of animals
- **AnimalDetail Module** – Show more information about an animal
- **Map/Distance Module** – Handle distance calculation
- **Language Module** – Display animal names in different languages
- **Favorites Module** – Add/remove animals to a saved list
- **Theme Switcher Module** – Toggle dark/light mode
- **API Handler Module** – Fetch and format data from APIs

7. Graphic Identity

- **Colors**: Green (#2E8B57), Cream (#F5F5DC), and Dark Brown (#3B2F2F)
- **Typography**: "Poppins" for headings, "Roboto" for body text
- **App Icon**: A simple silhouette of an oryx or elephant head with Namibia's outline in the background

8. Timeline

Week 5

- Set up project structure
- Connect to Wikipedia API
- Build animal list page
- Basic styling

Week 6

- Add detail view for animals
- Connect to Google Maps API
- Add map/distance feature
- Improve UI design

Week 7

- Add local language names
- Add theme toggle and favorites
- Finish polishing and deploy

9. Project Planning

Here's my Trello board with all the tasks and modules planned:
Trello link: https://trello.com/b/Wer9QyL6/namibia-safari-guide

10. Challenges

I think the biggest challenges will be:

- Making sure the APIs work correctly and return useful data
- Displaying names in local languages (some translations might not exist)
- Keeping the UI clean and working on mobile and desktop
- Time management with everything else going on this semester