Travel Destination application project



Cross platform application

Design document

**Project Title: Susil’s travel app**

**Application summary**

This is a simple travel destination application based on some of the stunning and breath-taking locations of my country Nepal. Since, our government is planning of making the year 2020 as a visit Nepal 2020 (for promoting tourism industry), I thought of contributing to the nation in a simple way.

This application allows user to create the user account, by signing up and later the user can log in using the same account. After logging, the user will be able to see what the best destination is to visit Nepal. User can select the different destinations to further go to the destination description page, where more detailed description about the place is written. From the detailed description page, user can see the place review or rating and can see the place bookings as well.

Due to the limited time interval, I was unable to implement more features, but I have managed to implement the user sign out button.

**Target Audience**

Everyone loves to travel, specially when it comes to natural beauty. The main target audience are any age group. For example, who would like to travel alone, people usually travel in groups or with the family. With family comes kids, grandparents, parents etc. so this app can be equally useful to any age group, but majority target audience might be from age range 12-50.

**App UX/UI**

This is a simple travel application. Meaning the user interface is build considering the above age group. There is nothing complex here. First you, sign up or sign in (if you already have an account). Then it, leads you to the main screen.

**Application using instructions / features**

The main features of the application are:

* Sign up
* Sign in
* Home Screen
* Description Page
* Log out

First sign up and sign in and then rest is up to the user to select the destination.

**Problems faced during the application development**

The application is in great working condition right now as expected, but I faced various problems during the development. Some major problems are listed below:

* Firstly, I wanted to build my application in react-native but as I came across the complexity of it, I was in serious trouble. But, at the nick of time I switched to flutter and was able to develop the simple travel destination app.
* Since, flutter is not so easy, I faced the serious problem adding the dependencies during the app development. Following the correct tutorials helped a lot.
* Main problem I faced was, adding the android and iOS frameworks together. The problem was serious that I was unable to solve in the same laptop. So, to avoid this I used windows for the android emulator and mac for the iOS simulator.

**Future roadmap for the application**

Every application has a backdrop so does mine. Since, I am at the beginning phase of the cross-application development, I was unable to implement some cool features. For example, I don’t have a separate log out page, I used only single button. Here is the complete list that I will implement in future after semester break:

* Separate logout page
* Separate user profile page
* Tourist destinations leading google map
* User can give comments about the place etc. and much more.

**Application Wireframes**

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**Application Mockups**

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**Home Page Description Page**

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Logout button at the home page.



Link for the project running proof:

<https://drive.google.com/open?id=1g61g7x2lm9VzNtsRKOR_DCCqp6yH0Uwj>

Github link for the project:

<https://github.com/susil1234/susil_final_travel_app>

Thank You