



EAST WEST UNIVERSITY

Project Proposal

Course Name: Information System Analysis and Design

Course Code: CSE347

Section: 05

Semester: Summer – 2025

Submitted By (Group – 03):

Name: Hemary Ahmed

ID: 2022-3-60-008

Name: Tasnia Tabassum Azra

ID: 2022-3-60-084

Name: Mujahida Nazmoon Naher

ID: 2022-2-60-099

Submitted To:

MD Sabbir Hossain

Lecturer

Department of Computer Science & Engineering

Date: 07 August, 2025

1. Objective of The Project

The goal of the *TravelTouch* app is to create an intelligent, user-friendly, and efficient digital tourism management platform. It aims to simplify trip planning, streamline destination management, and enable secure transactions. Through an intuitive mobile application, the platform supports three primary user roles:

- **Admin** – Oversees platform operations, verifies agents and destinations, and ensures quality control.
- **Agent** – Represents tour operators who list, promote, and manage various tourist packages or destinations.
- **Buyer (Tourist)** – End-users who browse listings, make bookings, post reviews, and enjoy travel services.

The platform seeks to build a trustworthy and convenient digital environment for all tourism stakeholders, enhancing the overall travel experience.

2. Rationale of the Project

Tourism is a major contributor to the national economy and cultural exchange. However, the current methods of organizing tourism are often outdated, fragmented, and manually managed. Based on our interview with TA Tourist Agency LTD, we discovered the following key pain points:

- Difficulty managing bookings and client records manually.
- Lack of real-time updates for package availability.
- Communication gaps between agents and tourists.
- Low visibility for emerging or niche travel destinations.
- No centralized system for rating or verifying agents.

This project aims to solve those issues by creating a centralized, reliable platform that:

- Increases collaboration among tourists, agents, and admins.
- Ensures a safe and secure booking experience through modern authentication and payment systems.
- Promotes hidden or less popular destinations through better agent tools.
- Enhances the efficiency, transparency, and scalability of tourism services.

3. Stakeholders

The *TravelTouch* project involves several stakeholders, each playing a crucial role in its success:

- **Administrators:** Oversee user management, verify listings, and maintain platform integrity.
- **Agents:** Travel organizers or business entities who list, promote, and manage destinations.
- **Buyers (Tourists):** End-users who browse, book, pay for, and review listed tourist spots.
- **Development Team:** Responsible for system design, development, testing, and deployment.
- **Payment Gateway Providers:** Ensure safe and encrypted online payment processing.
- **Travel and Tourism Authorities:** May use the platform for monitoring, reporting, or strategic support.

Each stakeholder group plays a vital role in ensuring the functionality, adoption, and success of the system.

4. Requirement Collection

To ensure the system effectively meets user needs and expectations, requirements will be gathered using the following methods:

- **Surveys and Questionnaires:** Distributed among potential users (tourists and agents) to collect feedback on features, preferences, and pain points.
- **Stakeholder Interviews:** Conducted with administrators, travel agents, and frequent travelers to obtain detailed insights and functional requirements.
- **Market Analysis:** Study of existing tourism platforms to identify feature gaps, usability issues, and improvement opportunities.
- **Workshops and Team Discussions:** Internal brainstorming and planning sessions to finalize system modules, flows, and user interface logic.
- **Use Case Modeling:** Creating scenario-based diagrams to visualize real-world interactions with the system and validate requirement completeness

This combination of qualitative and quantitative techniques ensures comprehensive and user-centered system development.

5. Business Value of the Project

The Tourist Management System provides significant value to users and tourism-related businesses by:

- **Improving Operational Efficiency:** Automates the booking, verification, and reporting processes.
- **Enhancing Visibility:** Helps agents promote destinations effectively through featured listings.
- **Increasing Customer Satisfaction:** Offers a simple, intuitive interface for browsing, booking, and payments.
- **Building Trust:** Allows user reports and admin verification to ensure service quality and accountability.
- **Enabling Real-Time Information:** Keeps all users updated on newly added places, booking status, and changes.
- **Facilitating Data-Driven Decisions:** Collects analytics to help businesses and tourism authorities improve services and plan strategically.
- **Securing Transactions:** Ensures encrypted payments through trusted gateways.

Overall, the system supports digital transformation in tourism and delivers long-term value to all users by improving service quality and scalability.

6. Technology Used for Development

The system architecture is designed using modern and scalable technologies to ensure robust functionality, cross-platform support, and security:

Frontend (Mobile Application):

- Realtime Database: Firebase Realtime Database
- Framework: React Native (for Android and iOS development)
- Languages: JavaScript (ES6+), TypeScript
- State Management: Redux, Context API
- UI & Styling: Styled Components, NativeBase, React Native Paper
- Navigation: React Navigation
- Animations: React Native Reanimated, Lottie
- Form Handling: Formik, React Hook Form
- Testing: Jest (unit testing), Detox (end-to-end testing)

Backend:

- Framework: Node.js with Express.js or Nest.js
- Database: MongoDB (NoSQL) using Mongoose ODM
- Authentication & Authorization: Firebase Authentication, AuthO, JWT (JSON Web Tokens)
- API Development:
 - REST APIs: Designed using Express/Nest and documented using Swagger or Postman
 - GraphQL: Using Apollo Server for efficient data querying and subscriptions.

Cloud Services & Infrastructure:

- Database Hosting: MongoDB Atlas
- Cloud Providers: AWS (EC2, S3, Lambda), Google Cloud Platform, Firebase
- Security: OAuth 2.0, API Keys, SSL Certificates

Real-Time Communication:

- WebSockets: Implemented using Socket.io

7. Insights from TA Tourist Agency LTD Interview

The interview with the owner of **TA Tourist Agency LTD** offered valuable, firsthand insights from a real tourism business:

- **Manual Processes Are Costly:** Bookkeeping, payment collection, and tourist feedback handling were all done manually.
- **Agent Visibility Is Low:** Competing with large agencies is difficult without digital tools.
- **Customer Expectations Are Rising:** Tourists now expect real-time confirmations, customizations, and mobile-first experiences.
- **Security Concerns:** Fraudulent bookings and last-minute cancellations were common without secure systems.
- **Lack of Data Analytics:** No way to track which packages perform best or during what seasons.

These insights directly influenced the design of *Tourify*'s core modules such as:

- Admin Verification System
- Live Booking Engine
- In-App Review & Rating Mechanism
- Custom Tour Package Builder
- Push Notification Support