Team 4: Design Project

Around the World

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CS 157A · Dr. Mike Wu · Team 4

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1 Introduction

Goal: This web application aims to be an online travel journal for its users that focuses on travel and experiences through simplicity of the UI.

Motivation: People can always buy their own paper world map and put physical pins in the places they've traveled to around the world, but how can we make this experience more interactive and shareable to other travel enthusiasts?

Innovative Idea: Introducing Around the World, an online travel journal that helps users visually track the places they've been to across the globe. In each of the locations the user wants to post to their profile, they can add pictures, write a bio, and rate their experience travelling there. There is also a social aspect to the app since users can follow and be followed by other users.

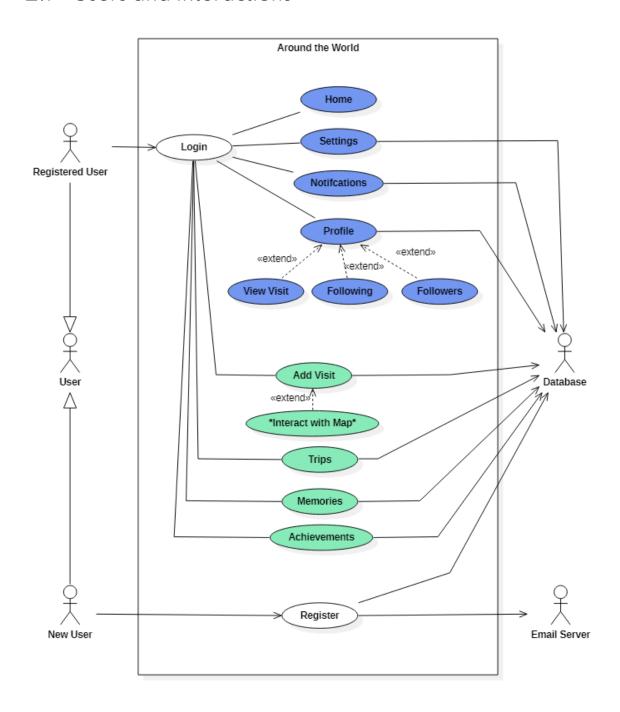
Stakeholders: Dr. Mike is the project manager, while Anni, Victor, and Richard are the developers of the project. Any individual interested in using Around the World would be the users.

Application Domain: Around the World is an application to track travel experiences and to connect its users in a meaningful way online.

Benefits to Users: Similar to the motivation, creating a platform where users can focus on their travels and experiences without the clutter may provide a more positive experience than can be found on current social media.

2 Functional Requirements

2.1 Users and Interactions



2.2 Functions, Features, Functional Processes, and I/O

Functions: We will define functions to be "hows" that the developers would use to define how the application handles.

- Account registration/login
- Data filtering and sorting options
- (TBD) Location search functionality
- (TBD) Pre-existing social media integration for account registration

Features: We will define features to be the "selling points" of the application that the sales team might use to market the product.

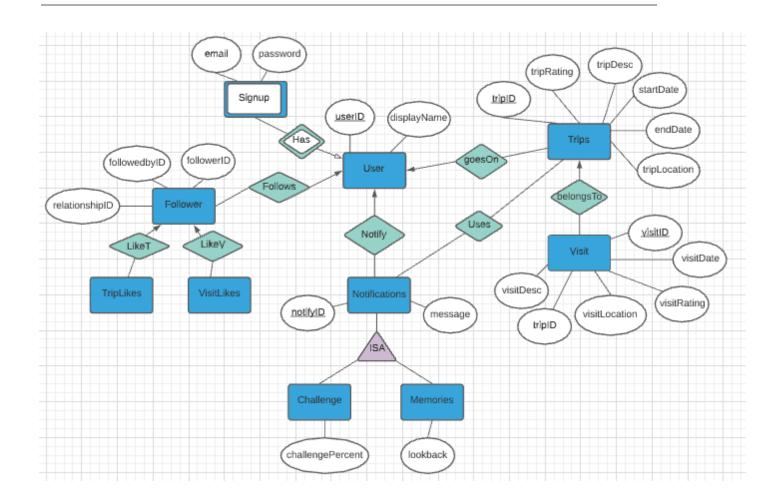
- User profiles
 - The main feature of Around the World. This is where user's
 will be able to view and show off their travels.
- Following/followers/profile viewing (Social Media)
- (TBD) Like and comment system
- Document and journal visits & trips
 - Ability to rate past visits to locations, as well as adding photos, journaling, and adding visits to collections called trips.
 - Visits and trips can be viewed dynamically through a map on the user's main page.
- Memories function

- Weekly/Yearly/On special occasions, Around the World will notify you of past trips that you have taken so that you can reminisce about your previous visits and experiences
- (TBD) Achievements & Challenges
 - On implementation, achievements and challenges will be a way to incentivize users to travel through medals and accolades collected by meeting certain milestones.
 - These medals could be used to accessorize a user's profile page, or as means to encourage a user to travel to a certain location.

Functional Processes: Around the World has one primary type of "user" with a similar primary process. The user's process will involve simply logging into their account so that they can easily post, journal, and make updates to their account so that others can see. As the developers of Around the World, our primary processes include maintaining database integrity, keeping the GUI updated, and utilizing the data collected from our users to make effective business decisions that could lead to increased profits through data analytics.

I/O: All input for Around the World should be through the web app/GUI provided. Outputs may take the form of notifications to user accounts directly on the web app itself, or through push email or text notifications. Other methods of input and output may change in the future as requirements change.

3 ERD Diagram



4 Entity Set and Relationships

1. User Entity Set

The User Entity set is utilized to keep track of Users who have successfully created an account. They will be tracked with the primary key, ID.

Relationships:

- A User "has" Signup information. This is a one-one relationship since each set of signup information is related to one user.
- A User "follows" a Follower. We have a one-many relationship since one user can follow many users.
- A User "goes on" a Trip. This is a one-many relationship where one user can create many trips.
- A User is "notified" by a notification. This is a one-many relationship where one user can be notified by many notifications.

Attributes:

- <u>userID</u> (primary key)
- displayName

2. Signup Entity Set

The Signup Entity Set is a weak entity set that relies on User.

Relationships:

• A User "has" Signup information. This is a one-one relationship since each set of signup information is related to one user.

Attributes:

- <u>userID</u> (primary key inherited from User)
- email
- password

3. Follower Entity Set

Relationships:

- A Follower is "followed by" a User. This is a one-many relationship since one follower can be followed by many users.
- A Follower can "like" another User's trip.
- A Follower can "like" another User's visit.

Attributes:

- relationshipID (primary key)
- followerID
- followedbyID

4. VisitLikes Entity Set

Relationships:

• A visit can be liked by a user. This is a many to many relationship because many users can like many visits.

Attributes:

- userID
- visitID

5. TripLikes Entity Set

Relationships:

• A trip can be liked by a user. This is a many to many relationship because many users can like many trips.

Attributes:

- userID
- tripID

6. Trip Entity Set

Relationships:

- A Trip has been "gone on" by a User. This is a many-one relationship where one user can go on many trips.
- A Trip "uses" a Notification. This is a one-many relationship where one trip can create many notifications.
- A Trip "has" Visits.

Attributes:

- <u>tripID</u> (primary key)
- startDate
- endDate
- tripLocation
- tripDesc
- tripRating

7. Visit Entity Set

Relationships:

• A Visit "belongs to" a Trip.

Attributes:

- <u>visitID</u> (primary key)
- tripID
- visitDate
- visitLocation
- visitDesc
- visitRating

8. Notification Entity Set

Relationships:

- A Notification "notifies" a User by trip/visit/challenge/follower or memories.
- A Notification "is created by" a trip/visit/challenge/follower or memories. This is a one-many relationship where many trips/visits/challenges/followers can create one notification.
- A Notification is a superclass of Challenge and Memories.

Attributes:

- notifyID (Primary Key)
- message

9. Challenge Entity Set

Relationships:

• A challenge is a subclass of Notification. When a challenge is completed, the user can be notified.

Attributes:

- notifyID (primary key inherited from Notifications)
- challengePercent

10. Memories Entity Set

Relationships:

 Memories is a subclass of Notification. When there is a memory to look back at, the user can be notified.

Attributes:

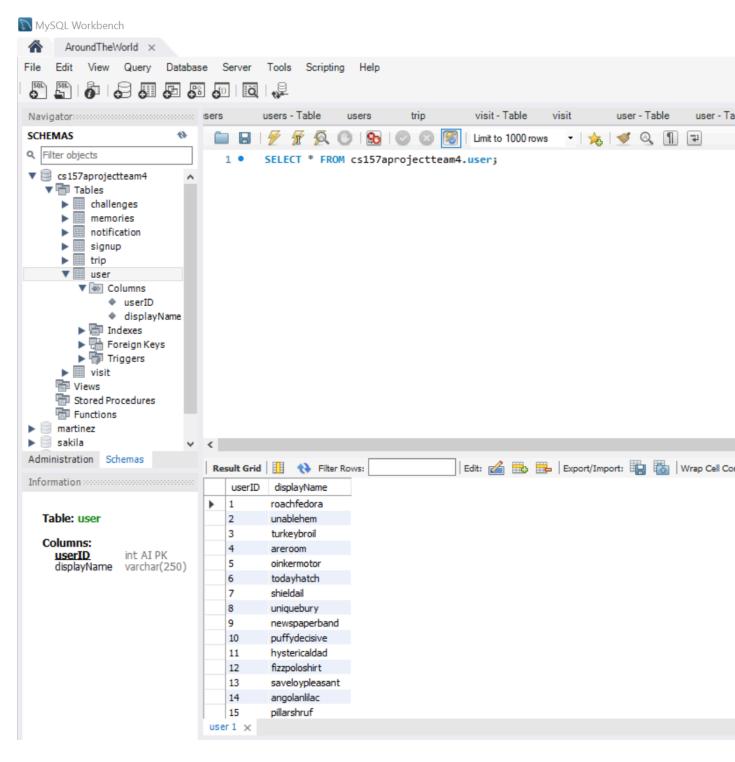
- notifyID (primary key inherited from Notifications)
- lookback

5 ERD Schemas

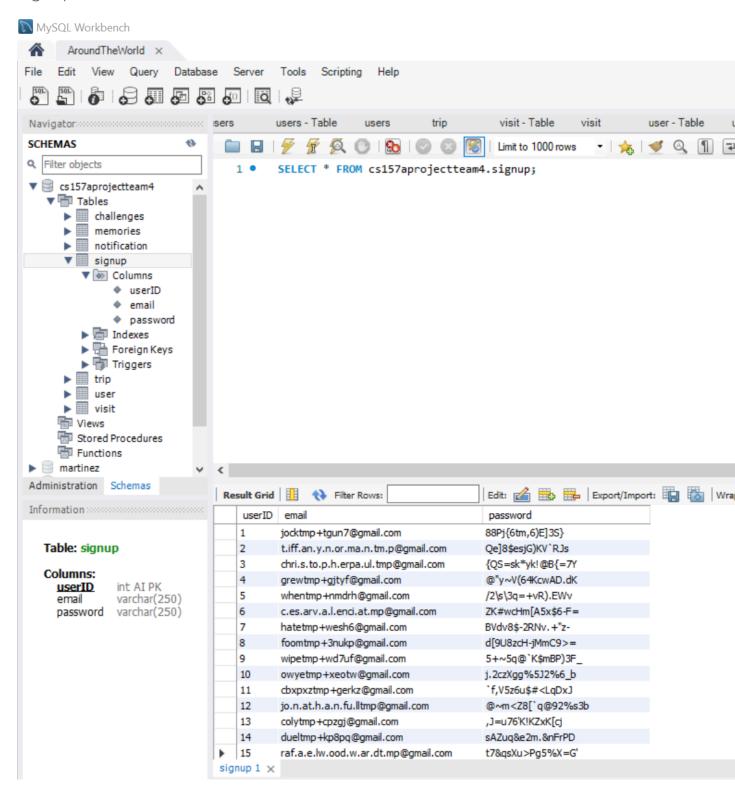
- 1. User(<u>userID</u>, displayName)
- 2. Signup(<u>userID</u>, email, password)
- 3. Follower(<u>relationshipID</u>, followerID, followedbyID)
- 4. VisitLikes(userID, visitID)
- 5. TripLikes(userID, tripID)
- Trip(<u>tripID</u>, startDate, endDate, tripLocation, tripDescription?, tripRating?, userID)
- 7. Visit(<u>visitID</u>, tripID, visitDate, visitLocation, visitDescription?, tripRating?)
- 8. Challenge(<u>notifyID</u>, challengePercent)
- 9. Notification(<u>notifyID</u>, message, userID)
- 10. Memories (notify ID, lookback)
- 11. GoesOn(userID, tripID)
- 12. belongsTo(<u>visitID</u>, tripID)
- 13. LikeT(followerID, followeeID, tripID)
- 14. LikeV(followerID, followeeID, visitID)
- 15. Uses(<u>tripID/visitID/challengeID/user</u>, <u>notifyID</u>)
- 16. Notifies(<u>userID</u>, <u>notifyID</u>)
- 17. Follows(userID, relationshipID)

6 MySQL Workbench Content

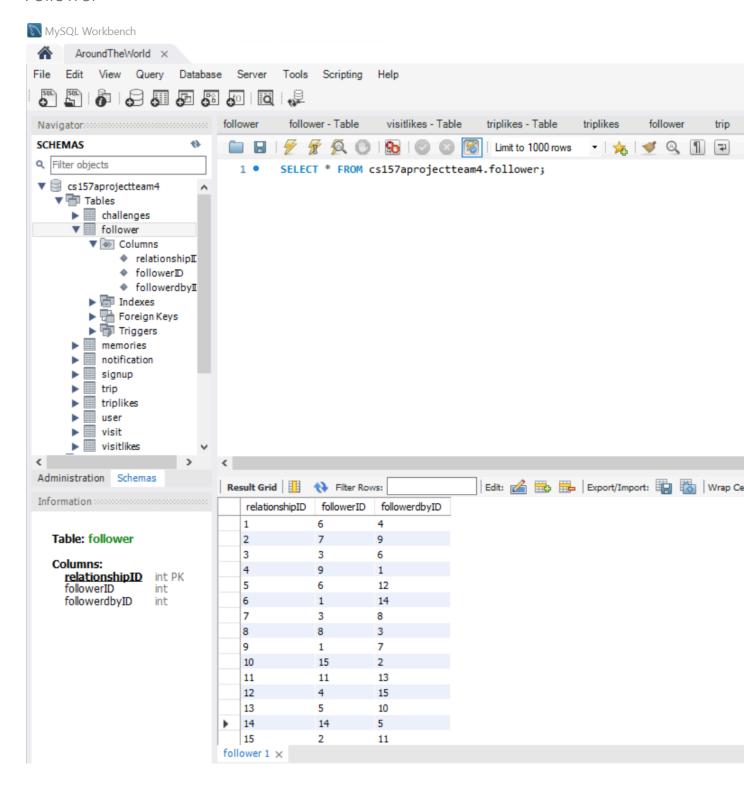
User



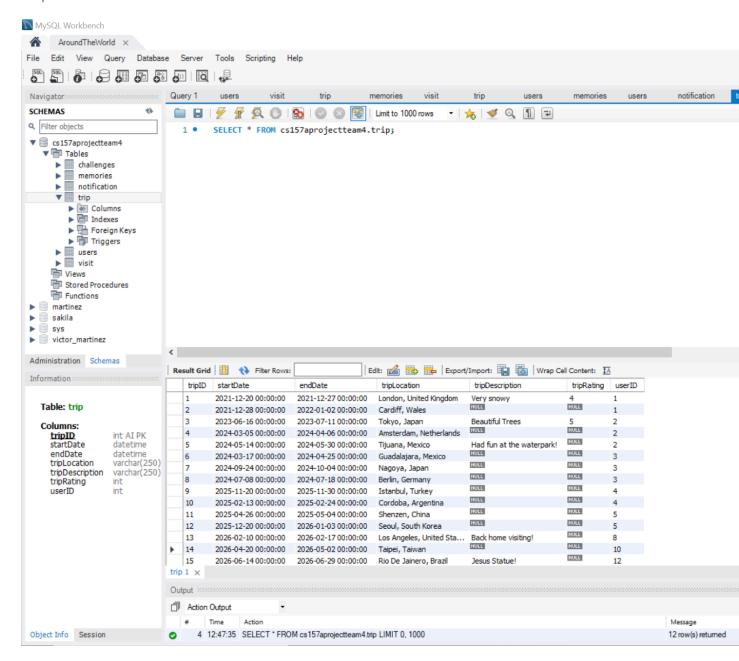
Signup



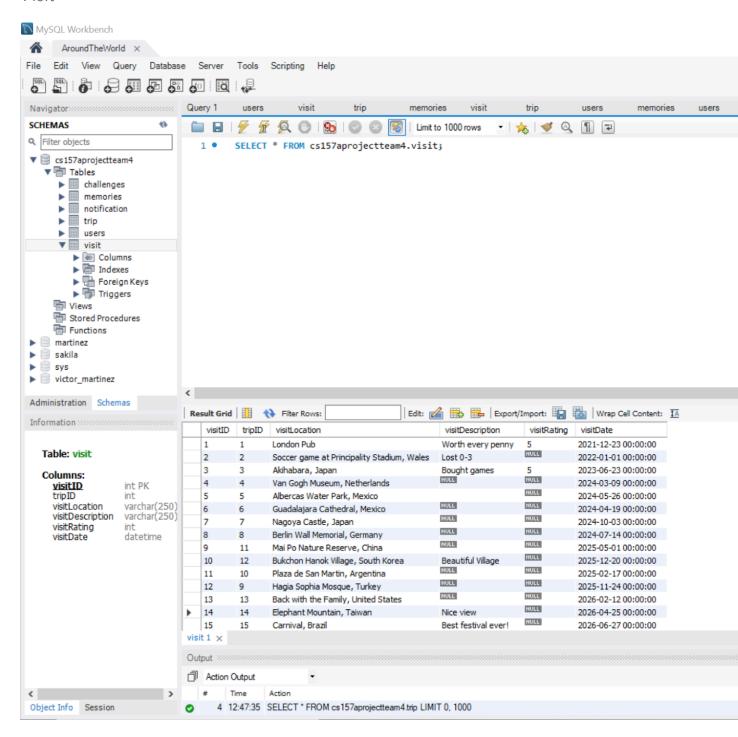
Follower



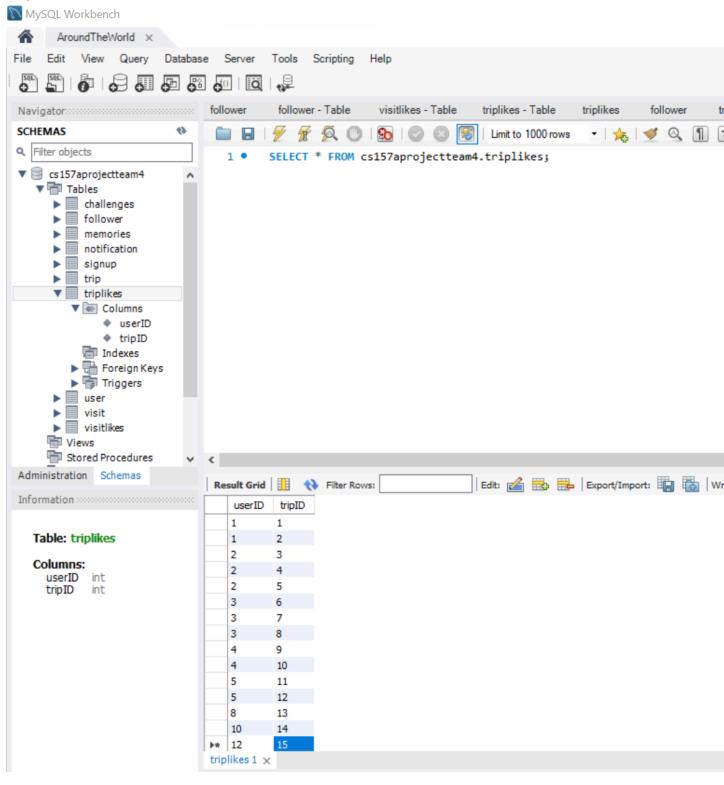
Trip



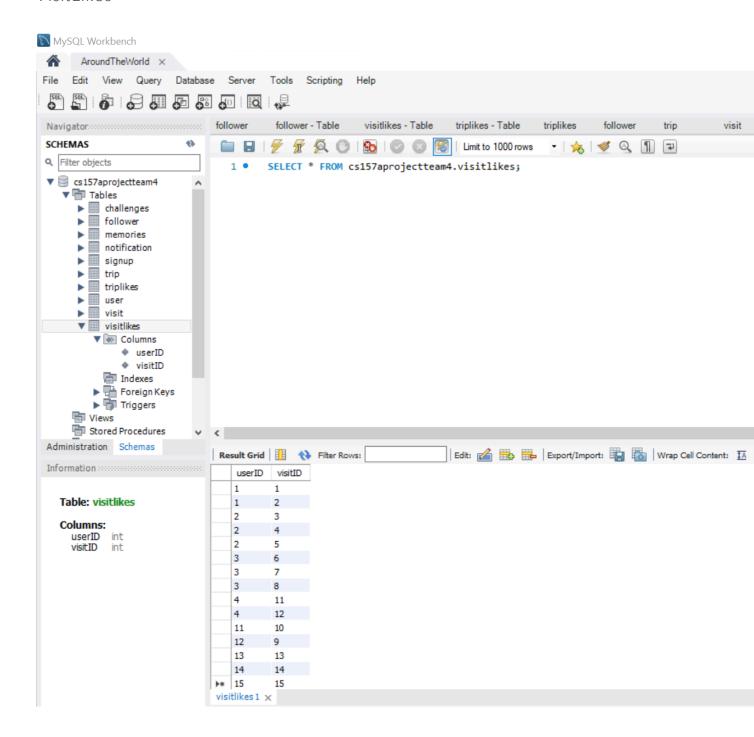
Visit



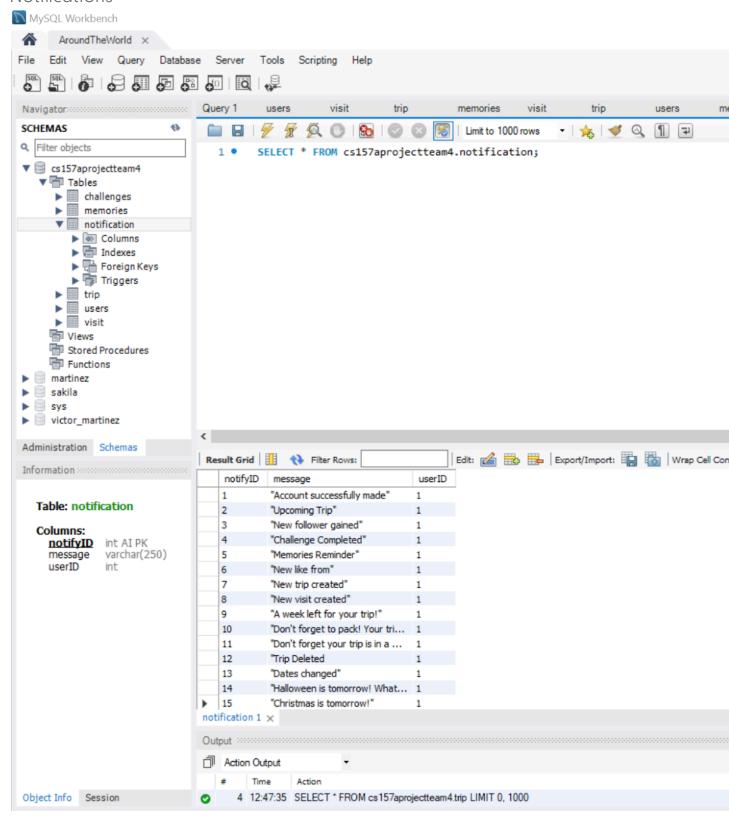
TripLikes



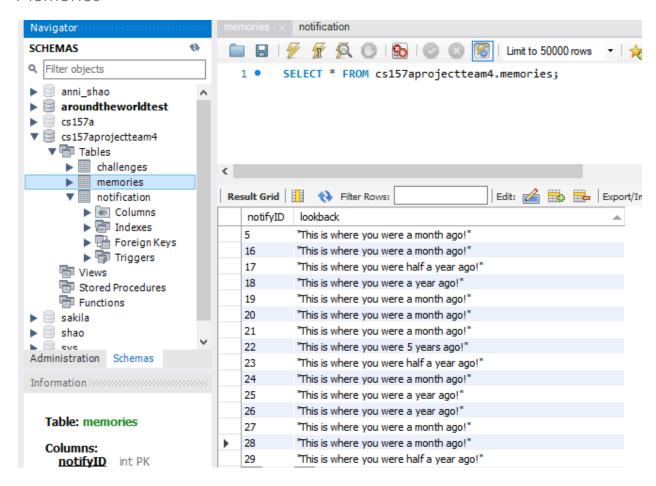
VisitLikes



Notifications



Memories



Challenges

