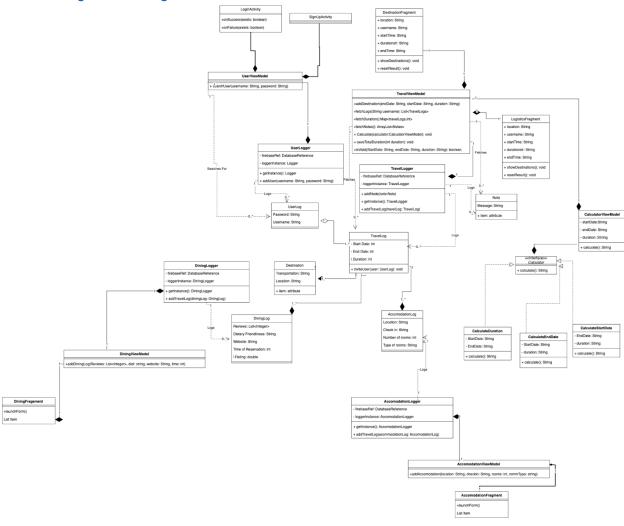
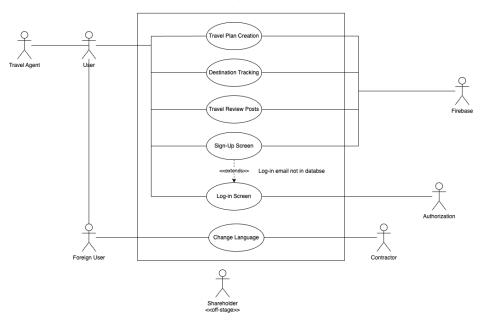
- Introduction: Offer a comprehensive introduction to the project, emphasizing its aim to ease the process of creating and managing travel itineraries for solo and group travel.
 - The project, "WanderSync: A Collaborative Travel Management System," is a compact, organized application with the purpose to make the planning for trips more simplified and straightforward for the user. The app combines hotel reservations, flight planning, and transportation options to allow all these bookings to be handled in one app without the complications of having to use other websites or platforms to make these reservations. In addition, the application has the ability to work either solo or with a group, so that a group of invited users are able to see the other reservations and plans made by other individuals in the group. In addition, notes can be made on the app as well to alert the other groupmates about any potential changes or issues that want to be brought up.

- Design & Architecture: Delve into the architectural design and the implementation of design patterns that underpin your project. Augment this section with relevant UML diagrams, such as Design Class Diagrams, to provide a clear visual representation of your application's design.
 - <u>Design Class Diagram</u>

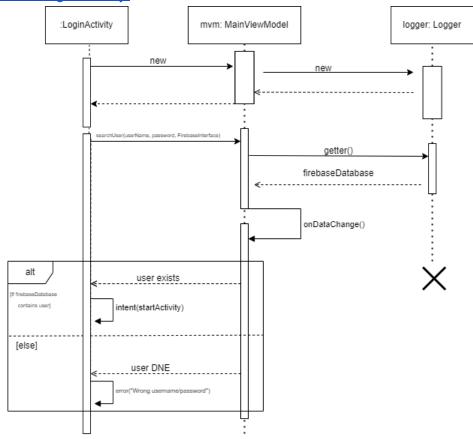


• Use Case Diagram:

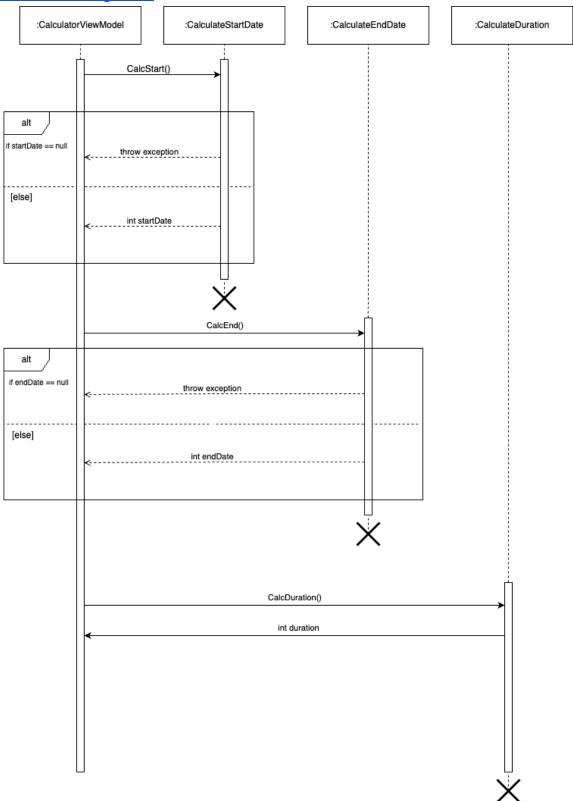
Travel App Management System



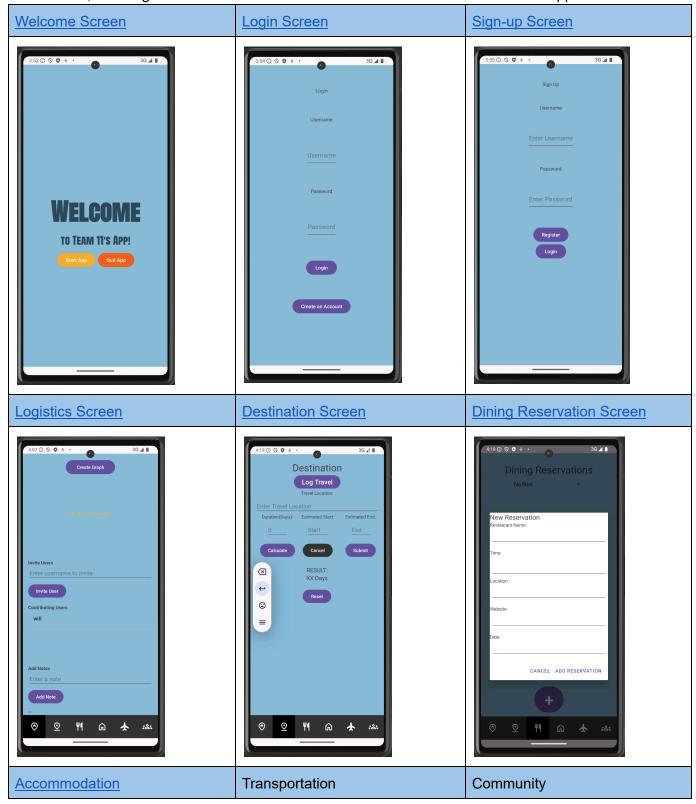
• SD -> Login Activity:

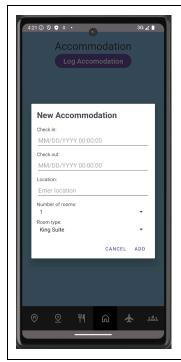


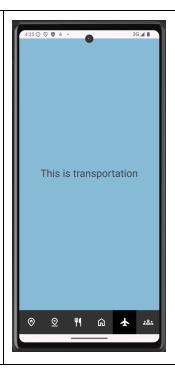
• SD -> Calculating Dates:



• User Interface (UI): Present a visual tour of the app through screenshots showcasing various screens, focusing on the main functionalities and the interaction flow within the app









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• Functionality: Include a link to a video demonstration that captures your app's functionality, ensuring a direct insight into its operational features and user interface.

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- Conclusions and Reflections/Learning: Wrap up with a reflective overview of the project outcomes, detailing your contributions, the challenges encountered, and the knowledge gained throughout the development process.
 - Project Outcomes
 - Contributions
 - Each person in the group contributed significantly to the project with our group cycling through the roles, allowing a different person each sprint to be the scrum master, so that we could mix up the teams while working on the code and diagram portions. If any group needed assistance, we were willing to participate and offer support, while continuing to meet the deadline. We also had consistent check-ins to make sure that each person was doing their part and had their tasks under control.
 - Challenges Encountered
 - At first we did experience setbacks due to poor time management and planning, which led to us having to work last minute on the sprints. In addition, we did not distribute the work properly, resulting in pairs not being able to start their work until another pair had finished theirs, causing delays in planning. However, once we realize the core of these problems, we set up the tasks in better order, allowing each pair to work without the need to depend on another pair's part. We also started working earlier on the project to ensure the completion of the task before the deadline, so that we had time to review.

- o Knowledge Gained Through Development Process
 - Throughout the development process, there were challenges that we had to undergo as documented above; however, from those challengers we learned how to better manage our team and workload to optimize how we were developing the program. We all learned the importance of dependency and communication to foster a well organized environment that would not drag others down.
- Contributors: Acknowledge all team members who contributed to the app's development. Specifically, highlight those who were instrumental in the website's deployment (Note: Only those involved in creating the website qualify for the extra credit).
 - William Li, Madhav Sai Gullapalli, Meri Mazurik, Benyamin Delalic, and Kien Le