

City Sights

Vision

City Sights is a walking tour-guide app that allows the user to explore a city hassle-free. The app provides a tour path through a particular neighborhood that optimizes for time, distance and the number of sights the user can visit. This app lets you ditch the hours spent browsing the web for the best places to go, interesting information about them, and figuring out a good way to see as many as possible, then navigating between all of these locations. Whether the user is a local or a tourist, there are many exciting activities and new information packed in with these sights, so anyone can enjoy their tour. With City Sights, you get an on-the-go tour guide at your fingertips!

For people that like to explore a city with a tour group mostly because tour guides know a lot. The app packs in loads of interesting information about each sight that can easily be read on the go. Furthermore, group tours can often be mundane and difficult to schedule. City Sights solves these problems, and provides a way to tour the city that is time and cost efficient.

Currently, there are a few apps that try to accomplish our goals, but they are either poorly designed or incredibly expensive, and most importantly, they don't focus on Seattle. One of the apps that is for NYC has a compelling user experience with a great color and font palette, well-thought out transitions and images, and hand-drawn illustrations.

City Sights has the potential to completely transform your travel experience in Seattle which makes it worth developing.



Software Architecture

City Sights will be a mobile application, but we have yet to decide on iOS or Android or maybe even both. If we choose iOS, we can definitely use Swift. Learning these technologies is a reasonable amount of work, and it would be great to have team members with previous experience. For a backend system, we would want to use a semi-structured database model with an easy to use system like Parse. We will also be using the Google Maps and Places API's for our geo needs. We might also use other APIs to easily extract basic text information about different sights.

From a technical point of view, this project allows us to work with mobile along with different API's giving us experience with trending technologies and real-world code. We also want to make sure that our app design is appropriately interactive and creative thru good front-end engineering.

Because this is a travel app, we would like to operate without an internet connection after a tour has been downloaded.

Challenges and Risks

Our first challenge will be to curate a list of sights and relevant information for our tours. We will have to find relevant sources that will allow us to use their information legally and freely. We will also need our own photographs because it makes for a more coherent design. This will be time consuming and challenging.

Another challenging risk is developing the user interface for a mobile application because we have never encountered creating apps before. Therefore, we would have to familiarize ourselves with the Android SDK/XCode in a short amount of time.

Lastly, integrating third party APIs into mobile projects can be difficult for many reasons. Additionally, if the API changes during our developmental cycle, we would have to deal with those changes in our project.