

Python Itinerary Generator FAQ

Learn about building an AI-powered trip planner with location scraping.

Based on [Building A Python Itinerary Generator With Ai And Location Scraping Cursor Gemini 2 5 Flash](#) by Casey Builds It

Q: What is this Python tool?

A: This is a Python-based itinerary planning application that generates trip plans based on user input like dates, number of travelers, budget, and activity requests. It can also export finished itineraries to PDF.

Q: How does the itinerary generator get location information?

A: Instead of using a fixed database, the tool pulls location-based ideas on the fly from free sources such as OpenStreetMap, Wikipedia, and DuckDuckGo.

Q: What kind of user input does the tool accept?

A: The tool accepts user input for dates, number of adults, kids, and dogs, budget preferences, and custom activity requests.

Q: What is the main advantage of this approach compared to other AI travel tools?

A: This build tests a scrappy, free-data approach to generate usable itineraries, contrasting with many AI travel tools that rely on static datasets or expensive APIs.

Q: What development tools were used in this build?

A: The build utilized Cursor for 'vibe coding' with an LLM, specifically Google Gemini 2.5 Flash, for defining features conversationally and debugging in real time.

Q: How was the development process initiated?

A: The process began by feeding reference material from an existing Airbnb-style website's itinerary feature into Cursor as an example.

Q: What core features were defined for the tool?

A: The core features defined include date selection, party composition (adults, kids, dogs), budget level, custom activity requests, and PDF export.

Q: What locations were used for testing the tool?

A: The tool was tested live against Colorado Springs and Portland, Maine. Portland was specifically chosen to test handling of ambiguous or duplicate place names.

Q: Were there any debugging challenges encountered?

A: Yes, there was a debugging session around a broken location scrape. The article also discusses a practical comparison between free scraping methods and paid options like the Google Places API.

Q: How does the cost of APIs factor into this project?

A: The article mentions comparing API costs, such as Gemini Flash versus Claude, as pricing is a significant consideration when a tool scales beyond a personal project.

Q: What are some potential future enhancements for this tool?

A: Future enhancements could include integrating a Weather API for smarter planning, GPS-based distance filtering, using Event APIs for local happenings, and database caching for scalability.

Q: Can free scraping sources produce good results?

A: Free scraping sources like OpenStreetMap, Wikipedia, and DuckDuckGo can produce usable results, but they come with tradeoffs compared to paid APIs.

Q: How does conversational AI development speed up prototyping?

A: Defining features conversationally with an LLM inside Cursor significantly speeds up the prototyping process by allowing for real-time testing and debugging.

Q: What is the potential evolution of this tool?

A: This tool has a clear path to evolve from a standalone script into a full web application with features like caching and additional API integrations.

Resources & Further Reading

Related guides for these FAQs:

■ Build a Python Itinerary Generator (Action Sheet)

<https://storage.googleapis.com/casey-builds-it-checklists-20260727-d45d2a/casey-builds-it/Action%20Sheet/building-a-python-itinerary-generator-with-ai-and-location-scraping-cursor-gemin-action-sheet.pdf>

■ Python Itinerary Generator Checklist

<https://storage.googleapis.com/casey-builds-it-checklists-20260727-d45d2a/casey-builds-it/Checklist/python-itinerary-generator-checklist.pdf>

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