

## **COMP327 Assignment 2: Artworks on Campus**

The app I have developed displays all the artwork that can be seen around the University of Liverpool's campus. It contains 2 views: the main page and a detail page. The main page shows a map with pins on the arts location and there is a table sorted by distance of all the artwork. The map will be centred on the user's current location, which will be granted access by the user on the first launch. The user can also double-tap the map and it will zoom in, so they can get a closer view of the map; this may also be useful if the annotations are not showing the title. The table will have all the artwork split up under sections based on the location they can be found in e.g. Electronic Engineering Building. The user can tap on any of these cells and they will be taken to the detail page where they can find more information on that specific artwork. The main page will also have a search bar. This can filter the table based on what the user types to help find a specific piece of artwork.

When the user selects a piece of art, it will take them to the detail page. On this page, the title of the artwork, artist, year it was produced, a jpeg image, and a short brief on the artwork. All of this will be obtained from the main page and sent to that page. The image will be downloaded from a separate URL that is worked out from information given in a JSON file where the rest of the information is stored. The user can then return to the main page by tapping the back button on the navigation tab.