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Topic: Art Gallery Mobile App

- **User Requirements**: The app should provide access to artwork information, enable users to interact with the artworks, offer information on upcoming gallery events, and support a virtual tour feature.
- **Target Audience**: Art enthusiasts, museum visitors, and anyone interested in exploring art in a digital format.

Screen Structure:

- **Number of Screens**: The app will consist of 5 screens.
- **Relationship Between Screens**: Screens are arranged in a linear flow, with the option for users to jump to specific artwork details. The main menu leads to all other screens.
- **Screen Descriptions**:
 1. **Home Screen**
    - Purpose: Main landing page with access to featured artworks, event information, and the virtual tour option.
 2. **Artwork List**
    - Purpose: Displays a list of artworks; users can select an artwork for more details.
  3. **Artwork Detail**
    - Purpose: Shows detailed information about a selected artwork, including the artist's biography, materials used, and historical context.
  4. **Museum Layout with artwork pins**
    - Purpose: Allows users to view layout of museum with clickable pins for artwork information.

The following screens are potential features that can be added if the others are completed faster than expected:
 1: **Favorites**
    - Purpose: Displays the user's saved favorite artworks.
 2: **Notifications**
    - Purpose: Shows gallery event notifications.
 3: **Search and Filter**
    - Purpose: Enables users to search and filter artworks based on various criteria such as artist, style, medium, or era.
 4: **Social Sharing**
    - Purpose: Allows users to share their favorite artworks or collections on social media.
 5: **User Profile**
    - Purpose: Provides user account management and settings.
 6: **Feedback**
    - Purpose: Allows users to provide feedback about the app or gallery experience.