Project: PhotoGallery

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1. Introduction

This project was developed for the recruitment process and complies with requirements. The application should be able to download chosen gallery from flickr.com and placed in the form of a thumbnail in the scrolled list. This is the prototype of the project on Microsoft Hololens. However, the user manages the application as standardly in the case of a program on a computer. The technology that was used to create the program is Unity 2017.3.1f1.
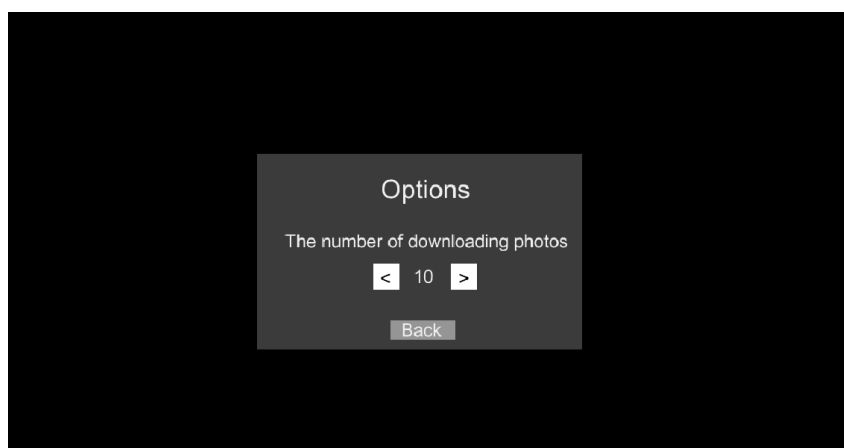
2. Functionalities

The application has been designed by means of four windows:
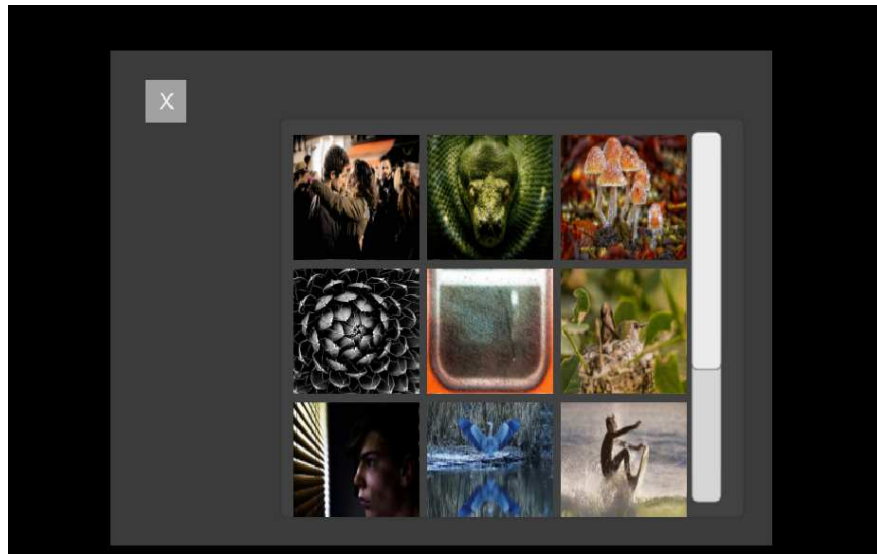
- Splash Screen – window with example logo text.
- Menu – primary window with two buttons that open the other windows.
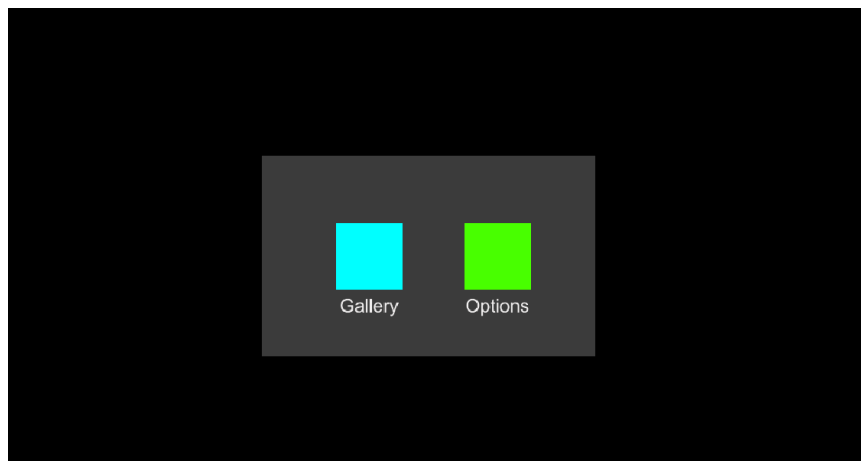

- Options – window with ability to select the amount of downloading photos at the same time.

- Gallery – window of photo gallery

The logo appears to the user running the applications. Then the main menu shows up. While displaying photos, the user has ability to enlarge the selected photo as well as close the window. When the photo list ends, the application downloads the selected number of subsequent photos.
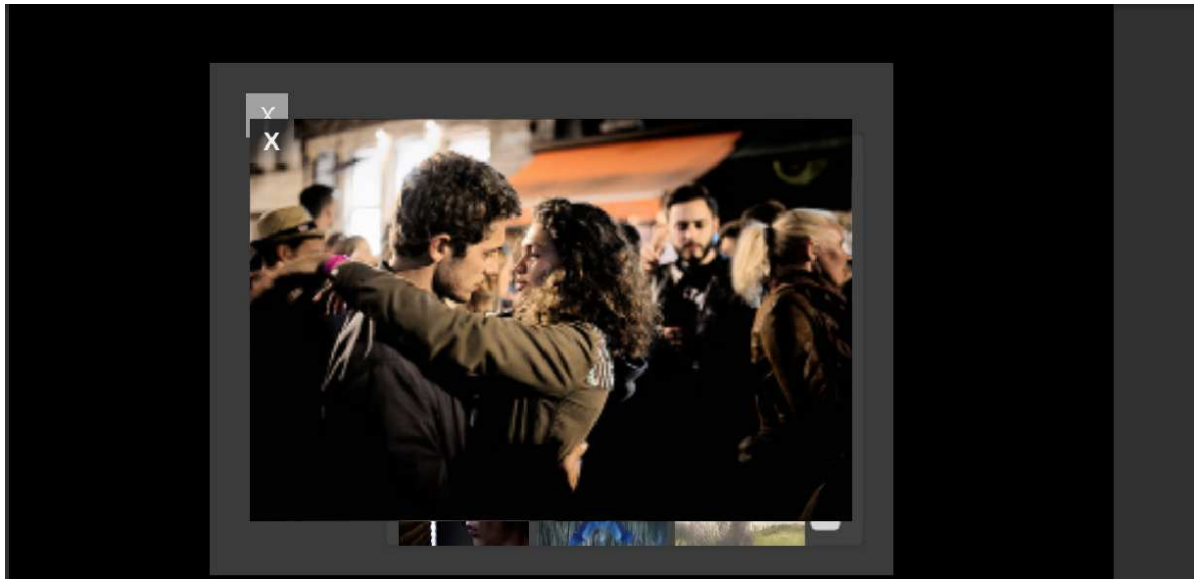
3. Upgradability

This application needs small patches and new solutions:

- Implement user control adapted to Microsoft Hololens.
- Improve scroll bar movement when the list of photo is ended.
- Add new graphics layout.
- Add support for converting gif flies from www.
- Add UI sounds for buttons.