

# Android App for Museums

## Brief vision of the project

**Carlos Garcia Calatrava**

*This project is based on the Software Engineering Project subject of the Polytechnic university of Catalonia.*

*In this project students, among many other things, have to create a prototype app for showing the “client” (teacher) in order to convince him to “buy” the project (First project step). It’s based on the previous subject (Requirements engineering) and all the requirements are completely defined, as well as all the use cases and the hypothetical flowcharts.*

Museums need to meet technology: Everybody loves mobiles, but museums don’t usually have any app or way to communicate. In this point is where this project born: In order to inform the visitors about the Art Jobs, without wasting paper, contracting a guide or using “speech sound devices” our client wants an android app which, among many other, it has to simulate a game, were visitors have to “catch” the Art Jobs. Once the visitor has “caught” an ArtJob, he/She can get info about it.

### **Important points:**

- Visitors are not supposed to have internet connection during the visit (So it cannot be a requirement). In order to ensure that everybody can download the app, in the entrance there will be free wifi, just for downloading the app and the complementary apps (if necessary).
  - QR gives information without connecting to the internet, so it may be a good choice, and the project leader selects this option.
- For the first “client” presentation a prototype with the following use cases must be implemented (In order to show the client the possibilities):
  - Catch an ArtJob
  - Watch a list of the caught ArtJob
  - Get information of a caught ArtJob

*Further use cases are not necessary and won’t be taken into account.*

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## QR:

In order to obtain info, the visitors will read a QR. This QR will have the structure showed below:

```
;00; ART JOB NUMBER (UNIQUE) ;0;  
;01; AUTHOR ;1;  
;02; ART JOB NAME ;2;  
;03; ART JOB DATE ;3;  
;04; DESCRIPTION ;4;
```

Spaces between marks (f.e: ;00; ) are mandatory.

Examples:



