**Final Abstract**

Throughout history gods, kings, conquers and those in positions of power have often been immortalized in sculptures reflecting them in all their glory. However, wrongdoings, crimes and controversies of these beings are often overlooked and forgotten.

Our project aims to bring together sculptures, sound and technology to tell a new story from the perspective of the sculpture trying to justify the controversial actions of it’s past.

This matters as it gives a new perspective on these immortalized stone beings told by integrating the history surrounding the sculpture, documented texts of the being’s life story and heroics while utilizing 21st century technology to shine a new light on their life.

To make this a feasible project for the week, we have scoped it to just the Piazza della Signoria in Florence. Initially we will focus on the sculptures of David and Perseus with the head of Medusa, we intend to add another if time permits.

Our motivation for the project stems from our interest in sculptures encountered in FIT2105 and the use of sound and audio to portray a story to an audience.

Ideally the mobile application alert user when they are in the vicinity of a statue, then users can hear the statue’s justification of controversial actions. If a user is not in the vicinity of a statue they will be able to hear the statues arguing amongst themselves with the one(s) they are closer to appearing louder than the others.

We intend to scope this to just an IOS application (in Swift) for the time being, with a simple and intuitive user interface with a map of Piazza della Signoria and pop ups when the user is in the vicinity of a statue which can be clicked to start the story of the statue.

Utilizing agile practices, previous knowledge in application development and github for version control and collaboration, we believe we can stick to the below schedule to deliver our product on time.

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| **Date** | **Objectives/Tasks** |
| Weekend 9th-10th July | * Reiterate idea * Think about UI, design, layout and features of application |
| Monday 11th July | * Note progress report * Scrum meeting * Finalize UI and storyboard for IOS development |
| Tuesday 12th July | * Note progress report * Scrum meeting * Start implementation * Landing page * Map * Story |
| Wednesday 13th July | * Note progress report * Scrum meeting * Continue implementation * GPS * Image recognition * Local testing in Prato |
| Thursday 14th July | * Note progress report * Scrum meeting * Polish UI * Testing in Florence * User acceptance testing in emulator and mobile device * Reiterate over all project deliverables |
| Friday 15th July | * Present! |

Note: Black box and regression testing will be used throughout

Other considerations to take into account include:

* Allowing videos
* How the application will handle unintended images (that not of a painting, building or sculpture)
* Allowing the user to save the experience
* Duration of experience and audio
* Background music and spoken audio
* Backend service (if needed)