* 3 named User Stories implemented:

1. The first one is the illiterate, who has a low understanding of technology. The UI needs to be *straightforward* and *minimalist.*

At this current stage, the UI is indeed straightforward, as it has a “QR\_SCANNER” button, which enables the user to scan codes. After scanning a code, they can either press “rescan” which allows the user to scan another QR code, or they can press the “back” button, which takes the user back to the main menu.

1. The second user story is that of the clients, who want the system to be easily editable when it comes to changing the content/ photographs.

This is easily achieved by the nature of the apps itself: the QR codes have to link to a website which contains all the photos and the content. So even if the content of a specific page is altered, the QR image doesn’t have to change, as the link stays the same. And, in the case that a new piece is added, it is as easy as copying the link to it, pasting the link in the “QR\_GENERATOR” section of the app, and then once the user saves the image it can be used on that art piece.

1. The last user story is that of a person with mobility impairment. They would also like to be able to visit the grotto.

For this, the QR app will allow them to visit by scanning the QR code, which will link to the page that contains pictures and information of the grotto. We believe this should provide an experience just as satisfying.

* Test cases successfully passed

The QR app is able to successfully decode and encode. Some examples are provided in the recording.

* System deployed, accessible to the client.

The app can be downloaded from Google Play Store.