# Famous Artist Introduction Book

Project design:

Famous Artist Introduction Book is an interactive Java application that introduces the five most famous oil painting artists to the audience. The application shall allow me to explore java's GUI development, Java 2D, and Java 3D(or maybe OpenGL system) by myself and have some fun with my interests. The key point here is how to make the experience user-friendly and easy to interact with. If taking this application as a project that I shall present to a huge amount of people, who shall be my target audience is the most important question for the project designer to ask. For now, I shall take this project as an educational application for Primary school students to learn some art history or for people who find art dull before(people who never go to museums or art galleries). In the future, I might consider how to use this experience to figure out what kind of information about art is not very interesting or already well-known to people by collecting data like interaction time through the application. This might be useful data for museum or gallery curators to jump out of their set-up frames to think about the museum experience in the post-covid era as only presenting juicy information inside the space to improve their chance of attracting people back to them. To think about is there another way that can substitute the original museum experience or extend the original experience in a way that might reduce the risk of exposing people to Covid.
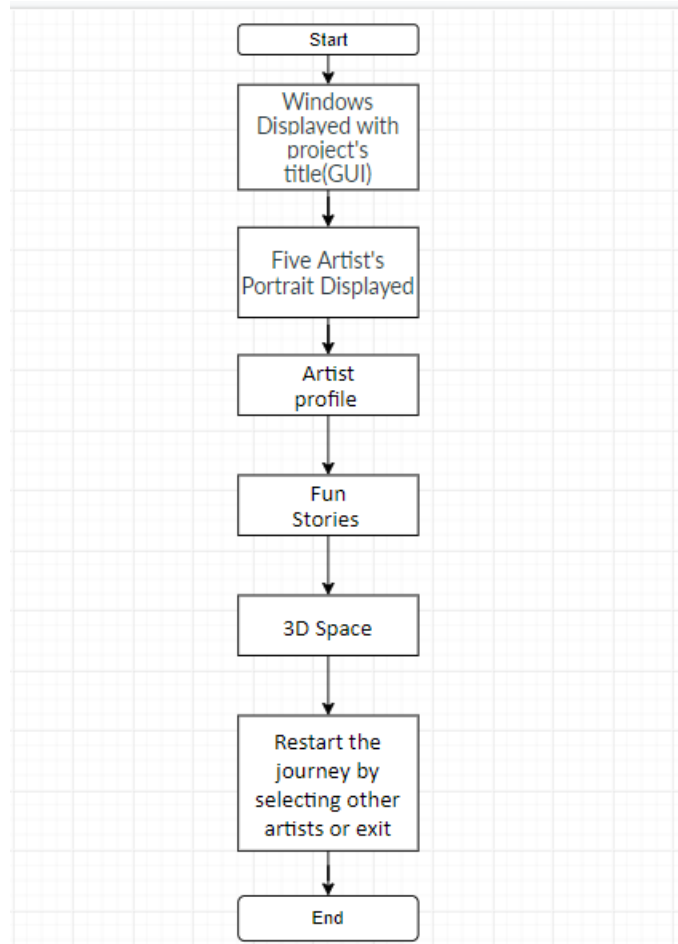
Primary goals:

1. Display a window that briefly introduces the purpose of the application

2. Research to collect the information and data about these five artists

3. Have five selections displayed on the screen for the user to select

4. Introduce the artist profile and their fun stories with images and sound

5. Restart the journey or exit the application

Secondary goals:

1. Let the audience explore the artist's most famous painting in the 3D space

Tertiary goals:

1. An auto system that requires less effort from the content writer to expand the book by using some existing data collections(a template for non-coder)

2. Figure out what kind of information about art is not very interesting or already well-known to people by collecting data like interaction time using eye-tracking technology.

```
┌──────────────┐
│    Start     │
└──────┬───────┘
       ▼
┌──────────────┐
│   Windows    │
│ Displayed with│
│  project's   │
│  title(GUI)  │
└──────┬───────┘
       ▼
┌──────────────┐
│ Five Artist's│
│Portrait Displayed│
└──────┬───────┘
       ▼
┌──────────────┐
│    Artist    │
│   profile    │
└──────┬───────┘
       ▼
┌──────────────┐
│     Fun      │
│   Stories    │
└──────┬───────┘
       ▼
┌──────────────┐
│   3D Space   │
└──────┬───────┘
       ▼
┌──────────────┐
│ Restart the  │
│  journey by  │
│ selecting other│
│ artists or exit│
└──────┬───────┘
       ▼
┌──────────────┐
│     End      │
└──────────────┘
```

Testing plan: I am going to test my application by testing out each abstract methods including but not limit to soundDisplay(), imageDisplay(), textDisplay(), bottomDisplay(), 3dDisplay() first using Junit tests or driver test. Then I am going to test the application by interacting with it.