**Assignment Report: "I Am Rich" App  
  
Main Goal**

The main purpose is to demonstrate how tapping an icon on a smartphone screen leads to elegant transitions and motivational messages with smooth animations.

**Tools:**

* **Figma** for creating layouts and interactive prototypes.
* **Prototyping** to simulate app functionality without coding.

**Creation Process**

**1. Designing Screens**

Three main screens were created in Figma:

* **Home Screen:** Displays the app icon on a smartphone interface.
* **First Screen:** Features a blue diamond, the text "I am RICH!" and a "Click Me!" button.
* **After-Click Screen:** Shows a red diamond, the message "You Are Rich!" and a success button.

**2. Adding Interactivity**

Screens were linked together:

* Clicking the app icon navigates to the first screen.
* Clicking the "Click Me!" button transitions to the congratulatory screen.

**3. Solving Challenges**

* **Challenge:** Elements on screens were not always aligned.  
  **Solution:** Used Figma's alignment tools and grids for consistent layouts.
* **Challenge:** Screen transitions appeared choppy.  
  **Solution:** Adjusted interaction settings in Figma for smooth animations.

**4. Testing**

The prototype was tested in Figma's preview mode to ensure seamless navigation and transitions.

