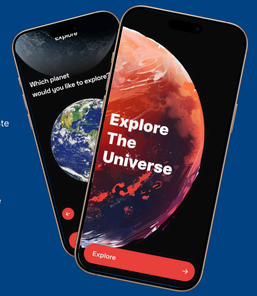
Route

Route Mobile Diploma
Task Four | Space App

Goal:
Create a comprehensive and visually appealing mobile application that enables users to explore the wonders of our solar system. The app should provide in-depth information about each planet, accompanied by stunning visuals and interactive elements. The goal is to:

- **Educate users**: Offer a rich educational experience by presenting accurate and engaging information about the planets.
- **Inspire curiosity**: Spark users' interest in astronomy and space exploration.
- **Provide a visually immersive experience**: Utilize high-quality images, animations, and interactive features to create a captivating environment.
- **Offer a user-friendly interface**: Design an intuitive and easy-to-navigate app that caters to users of all ages and backgrounds.
- **Facilitate exploration**: Allow users to easily discover and learn about different planets and their unique characteristics.

This layout can be implemented in Flutter, Android XML Views, or Jetpack Compose by adapting the components and styles to the respective framework while maintaining a consistent user experience.



Colors

Black : #0E0E0E White : #FFFFFF Red : #EE403D

Screen Layout

Screen Background:

- Set a dark mode background (#0E0E0E)
- The Screen Have Padding of 16 in horizontal axis

Text Sizes :

- Title Large → 24 , Font weight bold , Color White
- Body Large → 16 , Font weight regular , Color White

Buttons

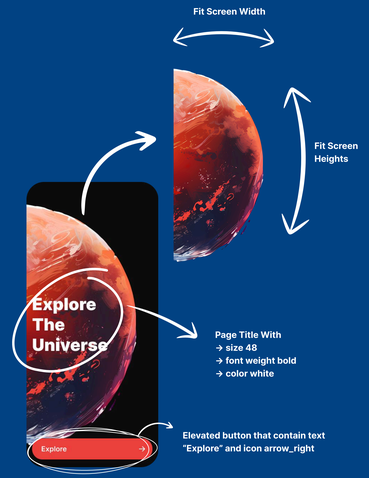
Text Style → 20 , Font weight bold

Title

Elevated Button Background Color Red , Padding 16 , Elevation 0 , Border Radius Circular

Action Button is Elevated button with Circular edges and Icon background color is red and foreground Color is white , the icon size is 22

Screen Zero



Description
→ The Screen Have 3 Layers Stacked Together

- Layer One : Image That Fit All the screen width and height
- Layer Two : Text Titled centered in the screen
- Layer Three : Button Aligned in the bottom of the screen on press on this button it will navigate to Home screen

Screen One

Screen Description:

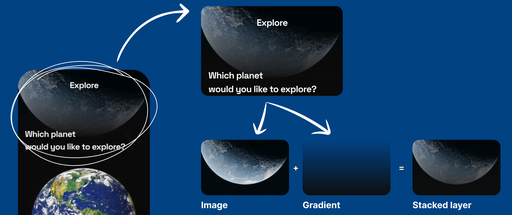
- Background and Overall Layout: The screen has a dark space-themed background, providing contrast to the images and elements. At the top, the title "Explore" is displayed in white text.
- Planet Display: In the middle of the screen, a large image of the planet Earth is showcased. This image is part of a page view that allows horizontal swiping between different planets. Users can swipe left or right to see various planets, and the planet image smoothly animates during the swipe.
- Title and Navigation: Below the planet image, the planet's name is shown in centered text. In this case, the name displayed is "Earth." As users swipe left or right, the planet's name updates to reflect the currently displayed planet.
- Navigation Buttons (Left and Right): On either side of the planet image, there are red circular buttons with arrows (left and right) for navigating between planets. Tapping these buttons will animate the transition to the next or previous planet, similar to a swipe gesture.
- Bottom Button: At the bottom of the screen, a large red button labeled "Explore Earth" appears. This button's label dynamically updates to reflect the current planet in view. When a user taps the button, the app will navigate to the Planet Details Screen, passing the relevant planet data (such as the planet name and any additional required arguments).

Interaction Summary:

1. Swipe Gestures: Users can swipe left or right to change the planet view. This will animate the transition and update the planet image, name, and the label on the explore button.
2. Arrow Buttons: Users can tap the left or right arrow buttons to change the planet view, triggering the same animation and updates as a swipe.
3. Explore Button: Tapping the red "Explore [Planet]" button will navigate to a Planet Details Screen where detailed information about the selected planet is displayed. The necessary arguments, like the planet name and any other information, will be passed during the navigation action.

This app Bar is Stacked layers Component consist of

- Image Background
- Filled Gradient on the top of the image
- The top Title is positioned on the Top center of the image
- The bottom title is positioned in the bottom left of the image



This Elevated Button Have Title Explore + The Name of the Selected Planet and on Button Press it will navigate on to the Planet Details Screen with arguments to be presented

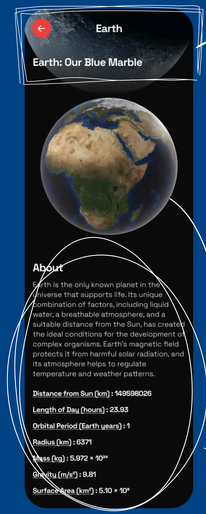
This Component is Page View Which Scroll on Swipe Page By Page

This is the Focus Area And if the User swipe the focused area will change

This Two Buttons is Responsible for another way for page view functionality so if the user press the right arrow button (→) it will jump the page to the next planet and vice versa on pressing the (←) button

On Page Changing the Title in center will change based on the new planet object

Screen Two



This app Bar is Stacked layers Component consist of

- Image Background
- Filled Gradient on the top of the image
- The top Title is positioned on the Top center of the image that have the planet name
- The bottom title is positioned in the center left of the image
- back Button with navigate back to explore screen

This part of the screen will show the selected planet as 3d model Provided in project assets

You Can User flutter_3d_controller package to handle the 3d objects

This Content is Provided in the Details Sheet