

Sanbot Android App - UI/UX Requirements

Project: TripAndEvent Sanbot Interactive Assistant

Document Version: 1.0

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1. Design Philosophy

The Sanbot app UI must be **clean, modern, and intuitive** for customers of all ages and technical backgrounds. The interface should feel welcoming, professional, and easy to navigate without instructions.

Core Principles:

- **Simplicity** - Minimal clicks to complete any action
 - **Clarity** - Large, readable text and obvious buttons
 - **Responsiveness** - Instant feedback for all interactions
 - **Accessibility** - High contrast, large touch targets
 - **Brand Consistency** - Follow TripAndEvent brand guidelines
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2. Brand Guidelines

Color Palette

Primary Colors:

- Brand Blue: #0066CC
- Brand Orange: #FF6B35

Secondary Colors:

- Dark Gray: #2C3E50
- Light Gray: #ECF0F1
- White: #FFFFFF

Accent Colors:

- Success Green: #27AE60
- Warning Yellow: #F39C12

- Error Red: #E74C3C

Typography

Primary Font: Poppins (Google Fonts)

- Headings: Poppins Bold
- Body: Poppins Regular
- Buttons: Poppins SemiBold

Font Sizes:

- H1: 32sp
- H2: 24sp
- H3: 20sp
- Body: 16sp
- Caption: 14sp
- Button: 18sp

Logo

Company logo will be provided in the following formats:

- PNG (transparent background)
 - SVG (vector format)
 - Horizontal and vertical variations
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3. Screen Specifications

Screen Resolution

- **Target:** 1920x1080 (Full HD)
- **Orientation:** Portrait only
- **Safe Area:** Account for Sanbot hardware bezels

Layout Grid

- **Columns:** 12-column grid
- **Gutter:** 16dp
- **Margin:** 24dp

4. Screen-by-Screen Requirements

4.1 Welcome Screen (Idle Mode)

Purpose: Attract customers and provide initial greeting.

Layout:

Plain Text

[Company Logo]

Welcome to TripAndEvent
Your trusted travel partner

[Large "Start" Button]

[Background: Looping Video]

Elements:

- Company logo (centered, 200x80dp)
- Welcome text (H1, centered, white color)
- Subtitle (H3, centered, white color with 70% opacity)
- Start button (280x80dp, rounded corners 16dp, brand blue)
- Background video (full screen, looping, subtle motion)

Interactions:

- Tap anywhere on screen → Navigate to Main Menu
- Auto-play background video on loop
- No timeout (stays on welcome screen until interaction)

Animations:

- Logo fade-in on load (500ms)
- Text slide-up animation (300ms delay)

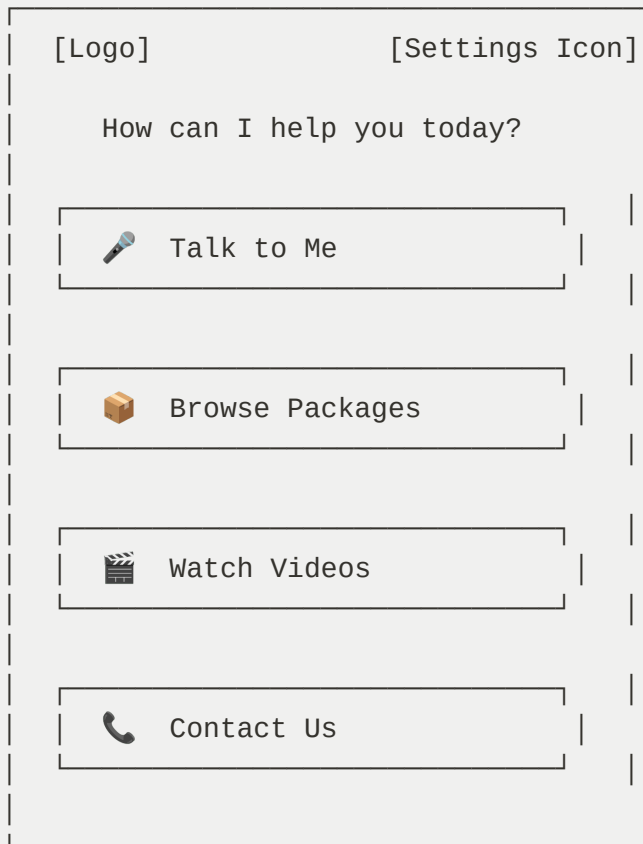
- Button pulse animation (subtle, continuous)

4.2 Main Menu Screen

Purpose: Allow customers to choose their desired action.

Layout:

Plain Text



Elements:

- Header with logo (left) and settings icon (right)
- Greeting text (H2, centered)
- 4 large action cards (full width, 80dp height each)
- Each card has icon (left), text (center), chevron (right)
- 16dp spacing between cards

Interactions:

- Tap "Talk to Me" → Navigate to Voice Interaction
- Tap "Browse Packages" → Navigate to Package List

- Tap "Watch Videos" → Navigate to Media Gallery
- Tap "Contact Us" → Navigate to Contact Form
- Tap Settings icon → Open Settings (password protected)

Auto-Reset:

- Return to Welcome Screen after 2 minutes of inactivity

4.3 Voice Interaction Screen

Purpose: Enable voice conversation with customers.

Layout:



Elements:

- Back button (top left)
- Home button (top right)
- Status indicator ("Listening...", "Processing...", "Speaking...")

- Animated waveform (visual feedback during listening)
- Conversation history (scrollable, latest at bottom)
- Large microphone button (160dp diameter, centered)
- Instruction text below button

States:

1. **Idle:** Microphone button gray, text "Tap to speak"
2. **Listening:** Microphone button red, animated waveform, text "Listening..."
3. **Processing:** Loading spinner, text "Processing..."
4. **Speaking:** Microphone button blue, animated sound waves, text "Speaking..."

Interactions:

- Tap microphone button → Start recording
- Tap again → Stop recording and send to API
- Auto-stop recording after 30 seconds
- Play audio response automatically
- Display text transcript in conversation history

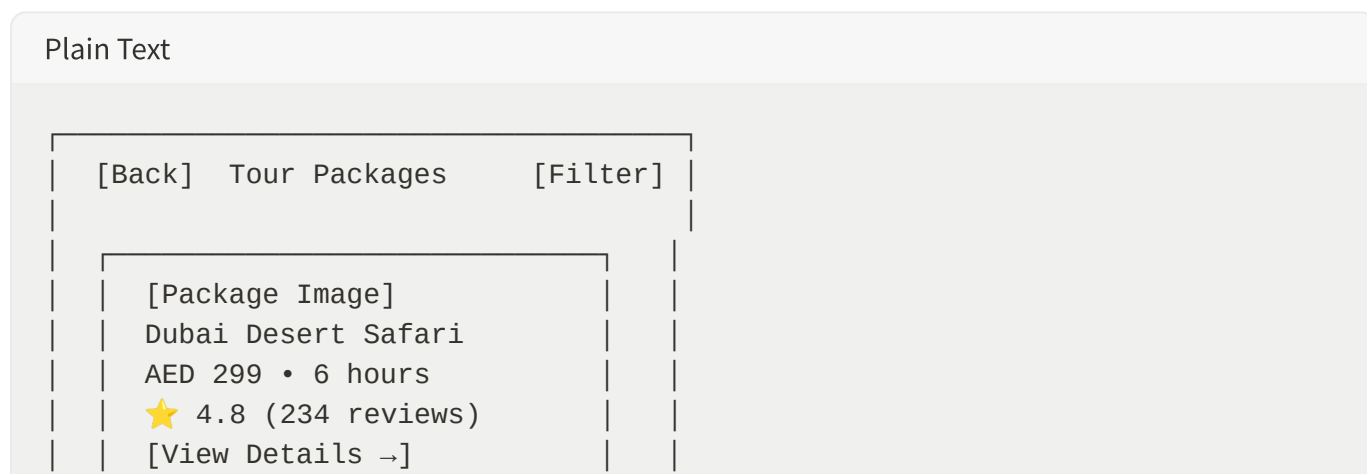
Error Handling:

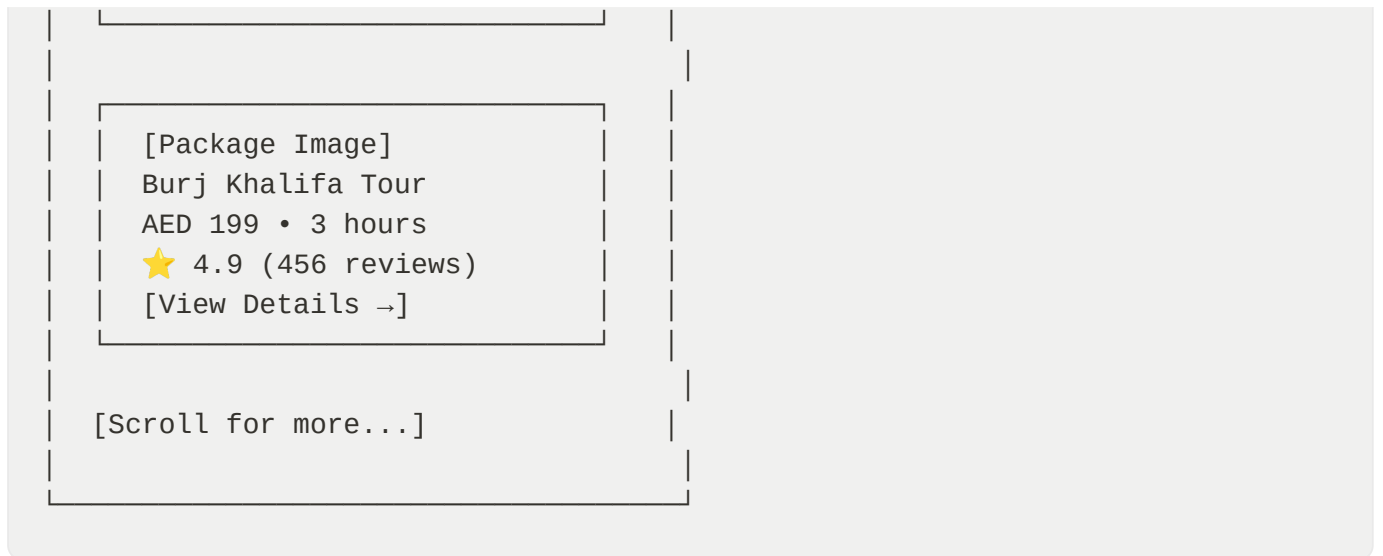
- Show error toast if API fails
- Retry button if connection lost
- "Speak again" button if audio unclear

4.4 Package List Screen

Purpose: Display available tour packages.

Layout:





Elements:

- Header with back button, title, and filter icon
- Package cards (full width, 200dp height)
- Each card contains:
 - Package image (16:9 aspect ratio, rounded corners)
 - Package name (H3, bold)
 - Price and duration (Body, gray)
 - Rating stars and review count
 - "View Details" button (text button with arrow)
- Loading skeleton while fetching data

Interactions:

- Tap card → Navigate to Package Details
- Tap filter icon → Show filter bottom sheet
- Pull to refresh → Reload package list
- Infinite scroll → Load more packages

Filter Options:

- Category (Dubai, Europe, Asia, etc.)
 - Price range (slider)
 - Duration (half-day, full-day, multi-day)
 - Rating (4+ stars, 4.5+ stars)
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4.5 Package Details Screen

Purpose: Show detailed information about a package.

Layout:

Plain Text

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[Back]
[Full-width Image Gallery]
← Swipe for more images →

Dubai Desert Safari
AED 299 per person
★ 4.8 (234 reviews)

▼ Highlights
• Dune bashing
• Camel ride
• BBQ dinner

▼ Description
Experience the thrill...

▼ Itinerary
15:00 - Hotel pickup
16:00 - Dune bashing
...

[Book Now] [Get Quote] [Share]
```

Elements:

- Full-width image gallery (swipeable)
- Package name (H2)
- Price (H3, brand orange)
- Rating and reviews
- Expandable sections (Highlights, Description, Itinerary, Inclusions, Exclusions)
- Action buttons at bottom (fixed position)

Interactions:

- Swipe images → View more photos

- Tap image → Open full-screen gallery
- Tap "Book Now" → Navigate to Contact Form (pre-filled)
- Tap "Get Quote" → Navigate to Contact Form
- Tap "Share" → Show share options (SMS, WhatsApp, Email)
- Tap expandable sections → Expand/collapse content

Action Buttons:

- Book Now (primary button, brand blue)
- Get Quote (secondary button, outlined)
- Share (icon button)

4.6 Contact Form Screen

Purpose: Capture customer information and create lead.

Layout:

Plain Text

[Back] Contact Information

Let's get in touch!

Your Name *

[Text Input]

Phone Number *

[+971] [Phone Input]

Email (Optional)

[Email Input]

Interested Packages

[Multi-select Chips]

Additional Notes
[Text Area]

[Submit]

Elements:

- Form title and subtitle
- Text input fields with labels
- Country code selector for phone
- Multi-select chips for packages
- Text area for notes
- Submit button (full width, 56dp height)

Validation:

- Name: Required, 2-100 characters
- Phone: Required, valid format
- Email: Optional, valid format if provided
- Real-time validation with error messages

Interactions:

- Tap input field → Show keyboard
- Tap country code → Show country selector
- Tap package chip → Toggle selection
- Tap Submit → Validate and send to API
- Show success dialog on submission
- Auto-navigate to Thank You screen

Error Handling:

- Show inline error messages below fields
 - Highlight invalid fields in red
 - Disable submit button until form is valid
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4.7 Thank You Screen

Purpose: Confirm successful lead submission.

Layout:

Plain Text

[Success Icon]

Thank You!

Your request has been submitted.
Our team will contact you soon.

Send Details via SMS

Send Details via WhatsApp

Email Quote

[Back to Home]

Elements:

- Large success icon (animated checkmark)
- Thank you message (H2)
- Confirmation text (Body)
- Action buttons (SMS, WhatsApp, Email)
- Back to Home button (text button)

Interactions:

- Tap SMS → Send package details via SMS
- Tap WhatsApp → Send details via WhatsApp

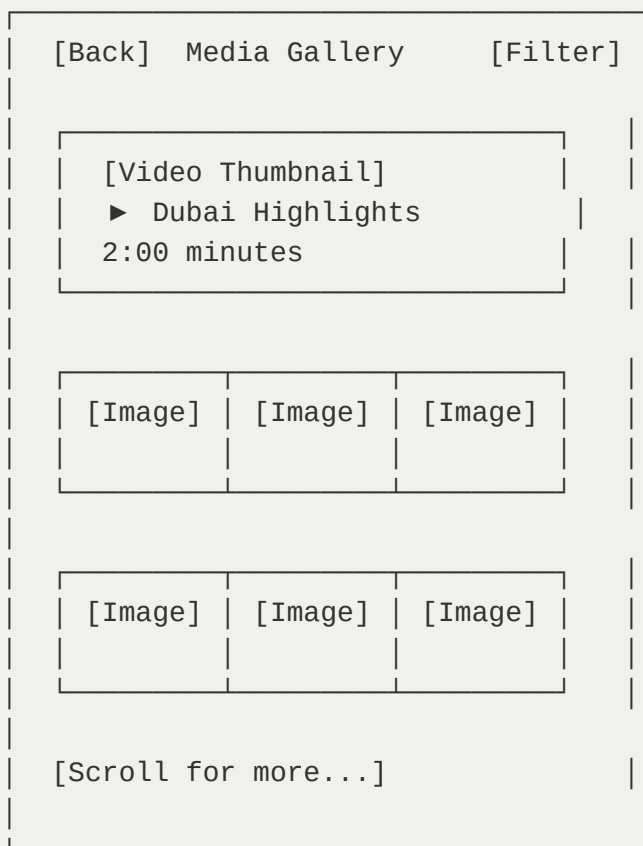
- Tap Email → Send quote via email
- Show loading indicator while sending
- Show success toast after sending
- Auto-navigate to Welcome Screen after 30 seconds

4.8 Media Gallery Screen

Purpose: Display promotional videos and images.

Layout:

Plain Text



Elements:

- Header with back button and filter
- Video cards (full width, 180dp height)
- Image grid (3 columns, square aspect ratio)
- Play icon overlay on videos
- Duration label on videos

Interactions:

- Tap video → Open video player (full screen)
- Tap image → Open image viewer (full screen)
- Swipe in image viewer → Navigate between images
- Pinch to zoom in image viewer
- Filter by category (Dubai, Europe, etc.)

4.9 Video Player Screen

Purpose: Play promotional videos.

Layout:

Plain Text



Elements:

- Full-screen video player
- Play/pause button (center)
- Previous/next buttons (if multiple videos)
- Volume control
- Full-screen toggle
- Progress bar with time stamps
- Auto-hide controls after 3 seconds

Interactions:

- Tap screen → Show/hide controls

- Tap play/pause → Control playback
- Drag progress bar → Seek to position
- Tap volume → Mute/unmute
- Tap full-screen → Toggle full-screen mode
- Back button → Exit player

4.10 Settings Screen

Purpose: Configure app settings (staff only).

Layout:

Plain Text

[Back] Settings

API Configuration

API Base URL

[Text Input]

Branch Location

[Dropdown: Dubai Office]

[Test Connection]

Diagnostics

View Logs

Clear Cache

App Version: 1.0.0

[Logout]

Elements:

- Settings grouped by category
- Text inputs for configuration
- Dropdown for location selection
- Test connection button
- Diagnostic buttons
- App version (read-only)
- Logout button (bottom)

Access Control:

- Password protected (PIN: 1234 for testing)
- Show password dialog before entering

Interactions:

- Edit API URL → Update configuration
 - Change location → Update branch setting
 - Tap Test Connection → Verify API connectivity
 - Tap View Logs → Show log viewer
 - Tap Clear Cache → Clear cached data
 - Tap Logout → Return to Main Menu
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5. UI Components Library

Buttons

Primary Button:

- Background: Brand Blue (#0066CC)
- Text: White, 18sp, SemiBold
- Height: 56dp
- Corner radius: 12dp
- Elevation: 2dp
- Ripple effect on tap

Secondary Button:

- Background: Transparent
- Border: 2dp, Brand Blue
- Text: Brand Blue, 18sp, SemiBold
- Height: 56dp
- Corner radius: 12dp
- Ripple effect on tap

Icon Button:

- Size: 48x48dp
- Icon: 24x24dp
- Ripple effect (circular)

Input Fields

Text Input:

- Height: 56dp
- Border: 1dp, Light Gray
- Corner radius: 8dp
- Label: 14sp, Gray (floating label)
- Text: 16sp, Dark Gray
- Focus state: Border changes to Brand Blue
- Error state: Border changes to Error Red

Dropdown:

- Same as text input
- Chevron icon on right
- Bottom sheet for options

Cards

Package Card:

- Background: White
- Elevation: 4dp
- Corner radius: 12dp
- Padding: 16dp

- Image aspect ratio: 16:9

Action Card:

- Background: White
- Elevation: 2dp
- Corner radius: 12dp
- Height: 80dp
- Padding: 16dp
- Ripple effect on tap

Dialogs

Standard Dialog:

- Background: White
- Corner radius: 16dp
- Padding: 24dp
- Title: H3, Bold
- Message: Body, Regular
- Buttons: Right-aligned

Bottom Sheet:

- Background: White
 - Corner radius: 16dp (top only)
 - Drag handle at top
 - Dismissible by swipe down
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6. Animations & Transitions

Screen Transitions

- Slide from right (300ms, ease-out)
- Fade in/out (200ms)

Button Interactions

- Scale down to 0.95 on press

- Ripple effect from tap point
- Return to normal on release

Loading States

- Circular progress indicator (Brand Blue)
- Skeleton loading for lists
- Shimmer effect for images

Success/Error Feedback

- Success: Green checkmark with scale animation
 - Error: Red X with shake animation
 - Toast messages slide up from bottom
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7. Accessibility Requirements

Touch Targets

- Minimum size: 48x48dp
- Spacing between targets: 8dp minimum

Text Contrast

- Body text: Minimum 4.5:1 contrast ratio
- Large text: Minimum 3:1 contrast ratio

Screen Reader Support

- All interactive elements have content descriptions
- Form fields have proper labels
- Error messages are announced

Font Scaling

- Support Android font size settings
 - Test with large text (200%)
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8. Responsive Design

Portrait Orientation

- All screens designed for portrait
- Lock orientation to portrait

Different Screen Sizes

- Support 7-10 inch tablets
- Use dp units for all dimensions
- Test on multiple screen densities

Safe Areas

- Account for Sanbot hardware bezels
 - Test on actual Sanbot device
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9. Performance Guidelines

Image Loading

- Use image caching library (Coil)
- Load thumbnails first, then full images
- Lazy load images in lists

Smooth Scrolling

- Maintain 60 FPS
- Use RecyclerView for lists
- Implement view recycling

Memory Management

- Release resources when not needed
 - Avoid memory leaks
 - Monitor memory usage
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10. Branding Assets

The following assets will be provided:

Logo:

- logo_horizontal.png (2000x500px)
- logo_vertical.png (1000x1000px)
- logo_icon.png (512x512px)

Images:

- Welcome screen background video
- Placeholder images for packages
- Icon set (SVG format)

Fonts:

- Poppins family (Regular, SemiBold, Bold)

Next Document: Testing Instructions