

# 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

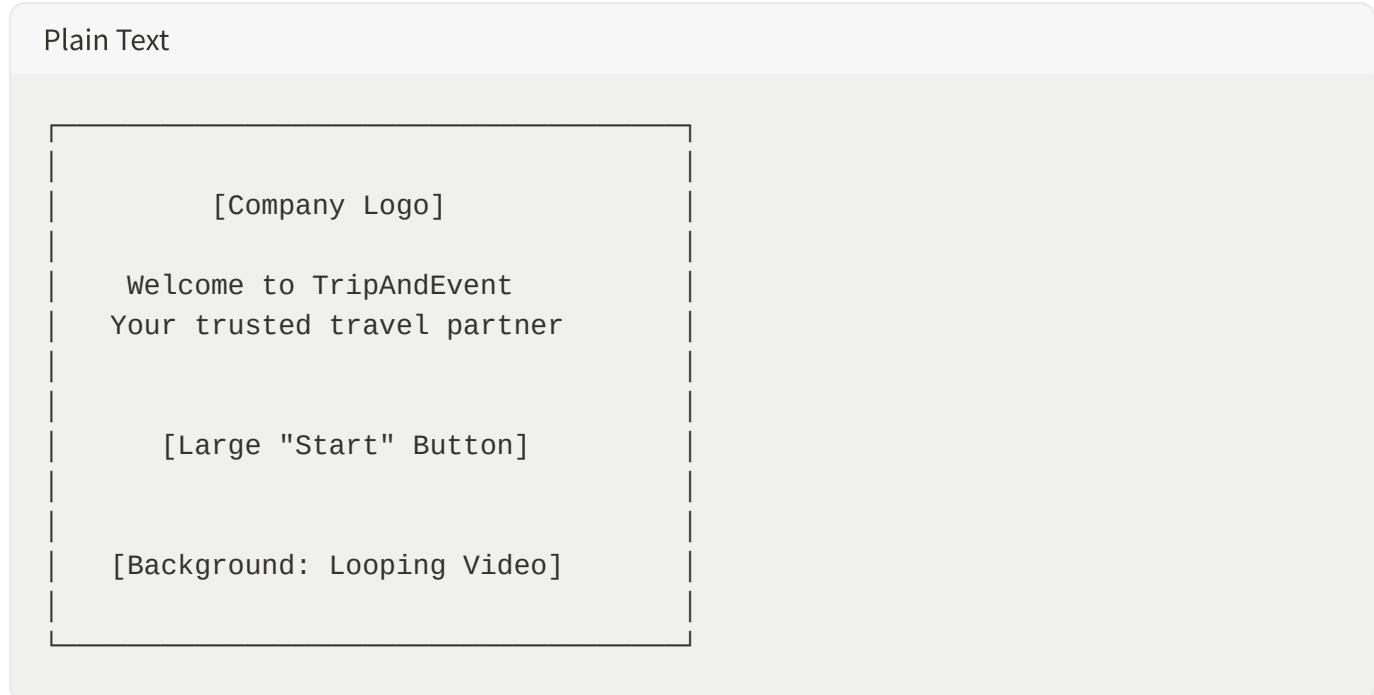
- **Columns:** 12-column grid
- **Gutter:** 16dp
- **Margin:** 24dp

## 4. Screen-by-Screen Requirements

### 4.1 Welcome Screen (Idle Mode)

**Purpose:** Attract customers and provide initial greeting.

**Layout:**



**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:**

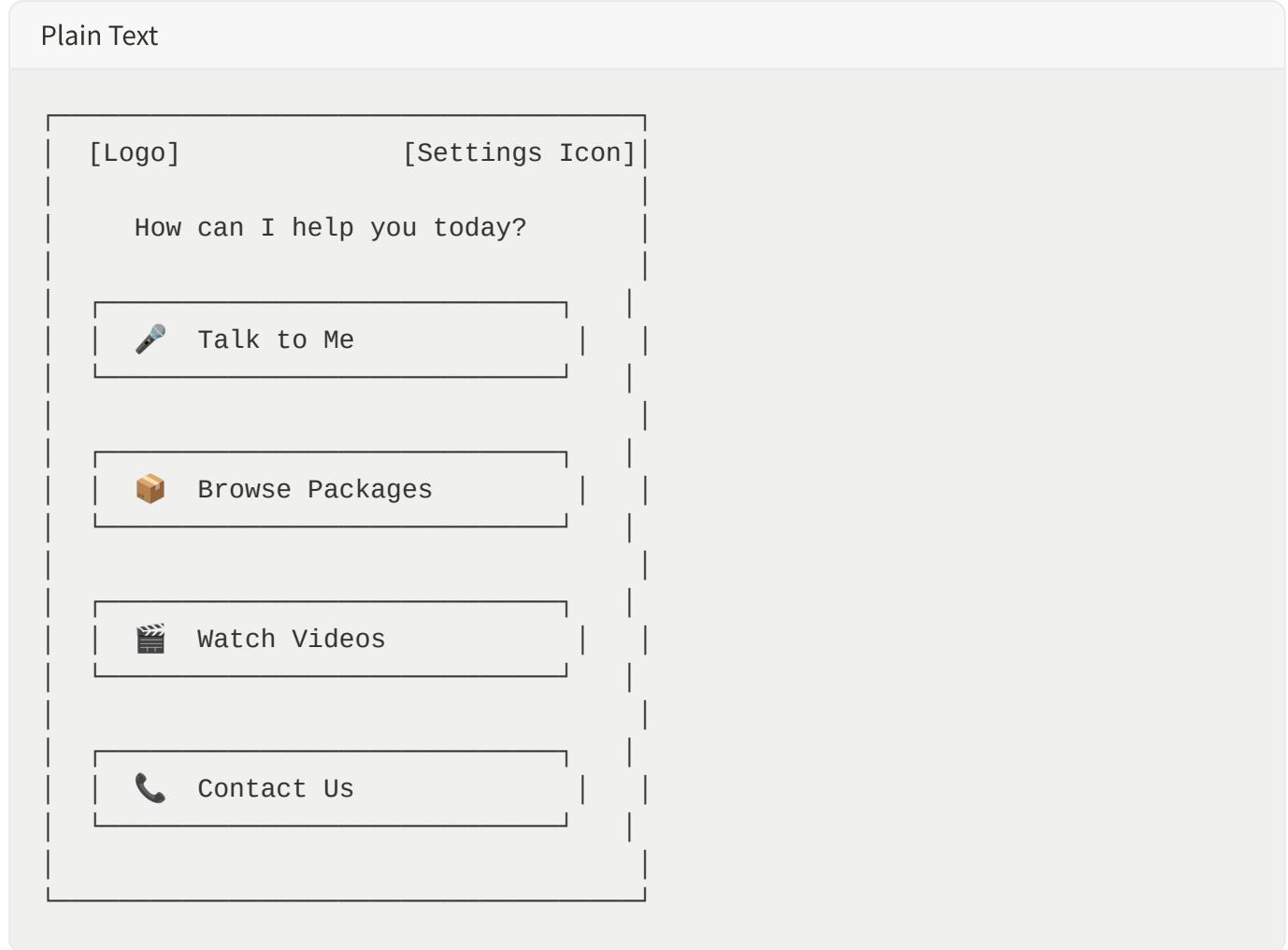
- Logo fade-in on load (500ms)
- Text slide-up animation (300ms delay)

- Button pulse animation (subtle, continuous)

## 4.2 Main Menu Screen

**Purpose:** Allow customers to choose their desired action.

**Layout:**



**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)

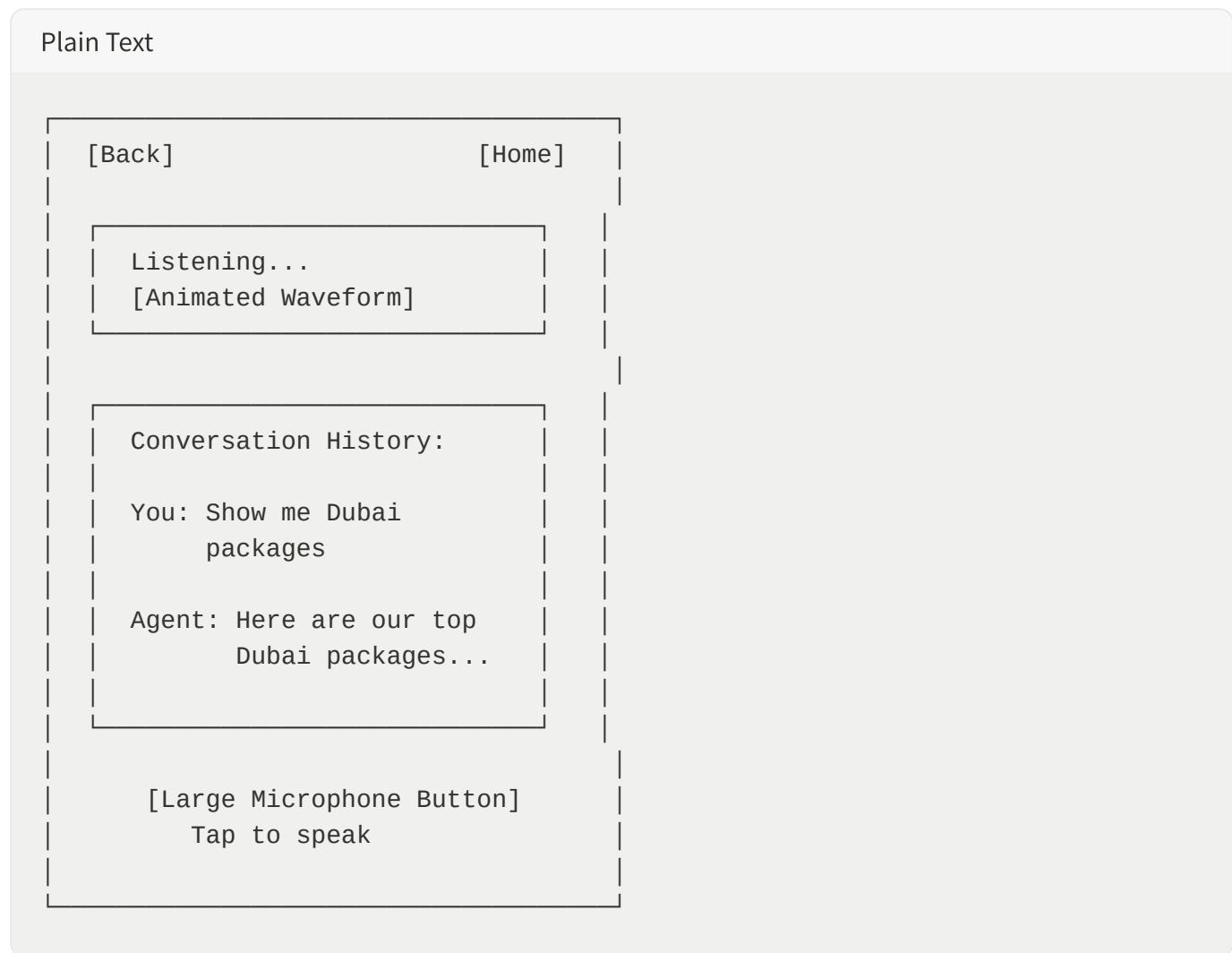
#### Auto-Reset:

- 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

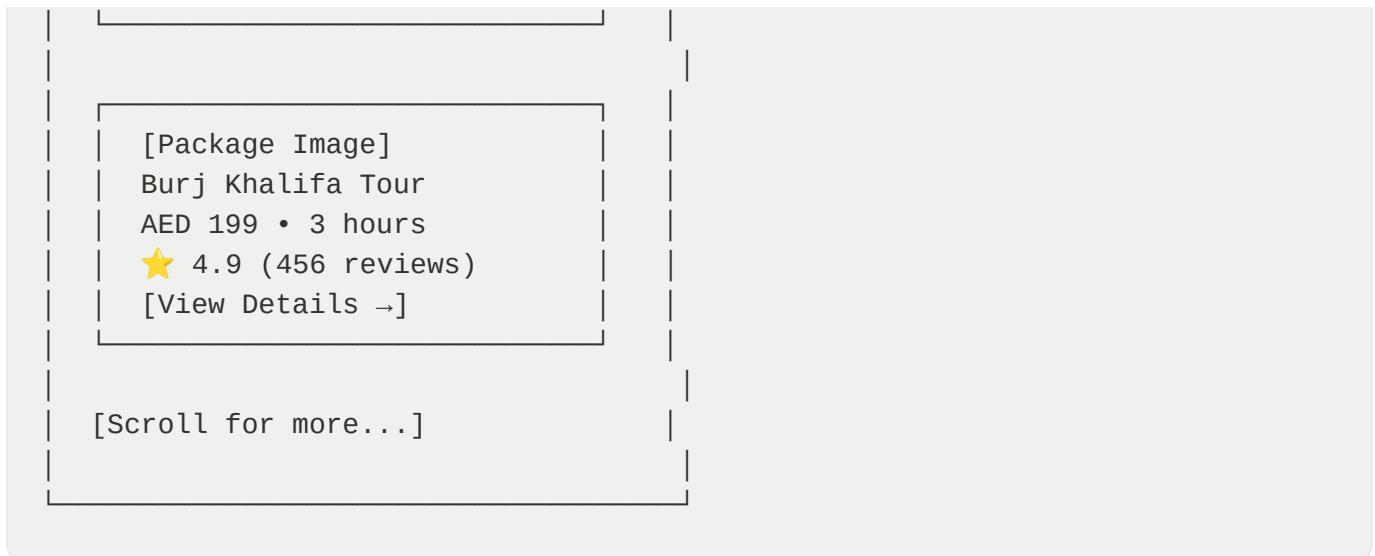
**Purpose:** Display available tour packages.

## Layout:

Plain Text

[Back] Tour Packages [Filter]

[Package Image]  
Dubai Desert Safari  
AED 299 • 6 hours  
 4.8 (234 reviews)  
[View Details →]



## 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)

## 4.5 Package Details Screen

**Purpose:** Show detailed information about a package.

**Layout:**

Plain Text

[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]

The wireframe shows a rectangular form with rounded corners. At the top left, there is a text input field labeled "Additional Notes" with a placeholder "[Text Area]". Below this is a large, empty rectangular area. At the bottom left of this area is a button labeled "[Submit]". The entire form is set against a light gray background.

## 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

## 4.7 Thank You Screen

**Purpose:** Confirm successful lead submission.

**Layout:**



**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:**

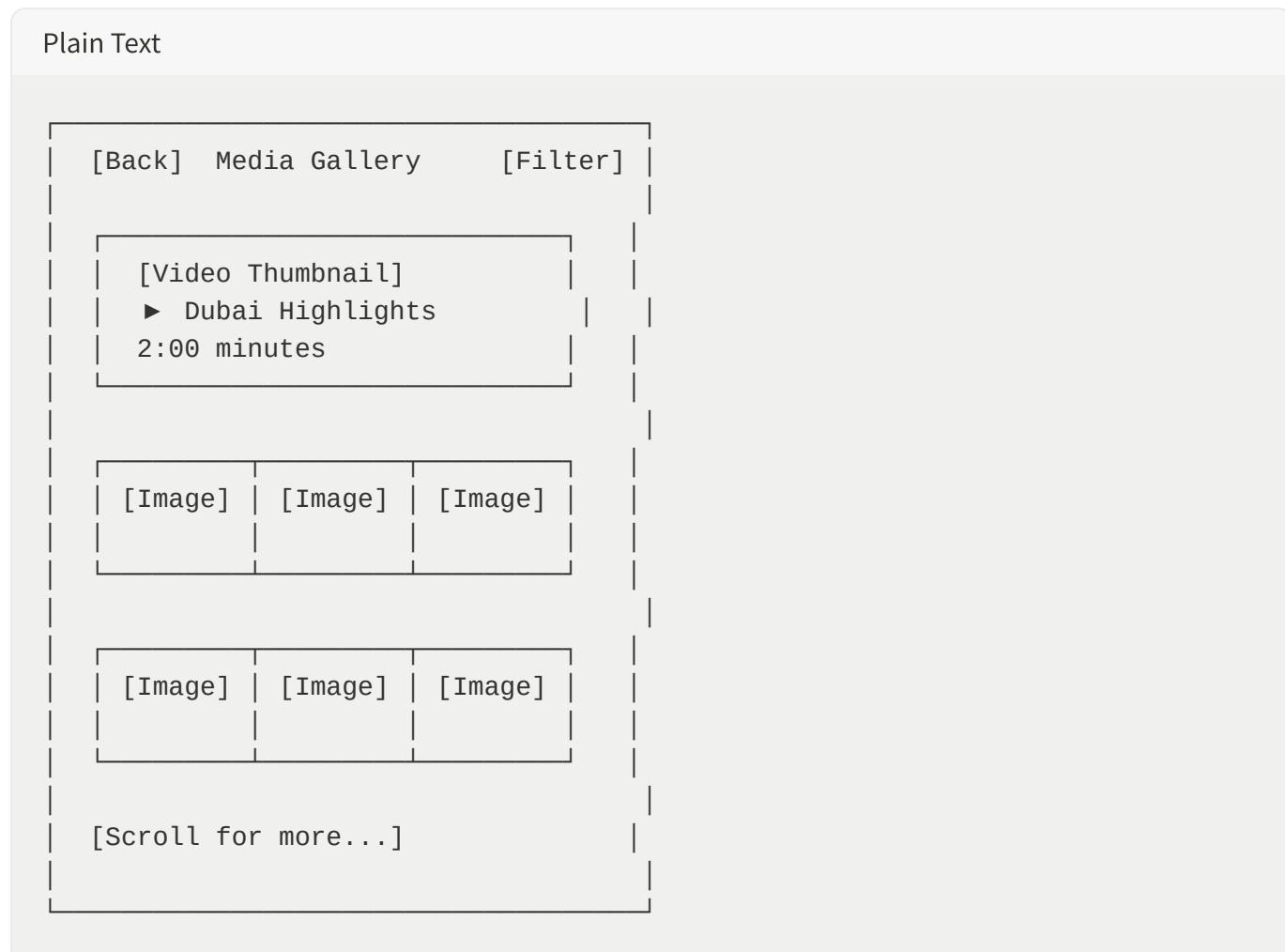
- Tap SMS → Send package details via SMS
- Tap WhatsApp → Send details via WhatsApp

- 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:**



**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

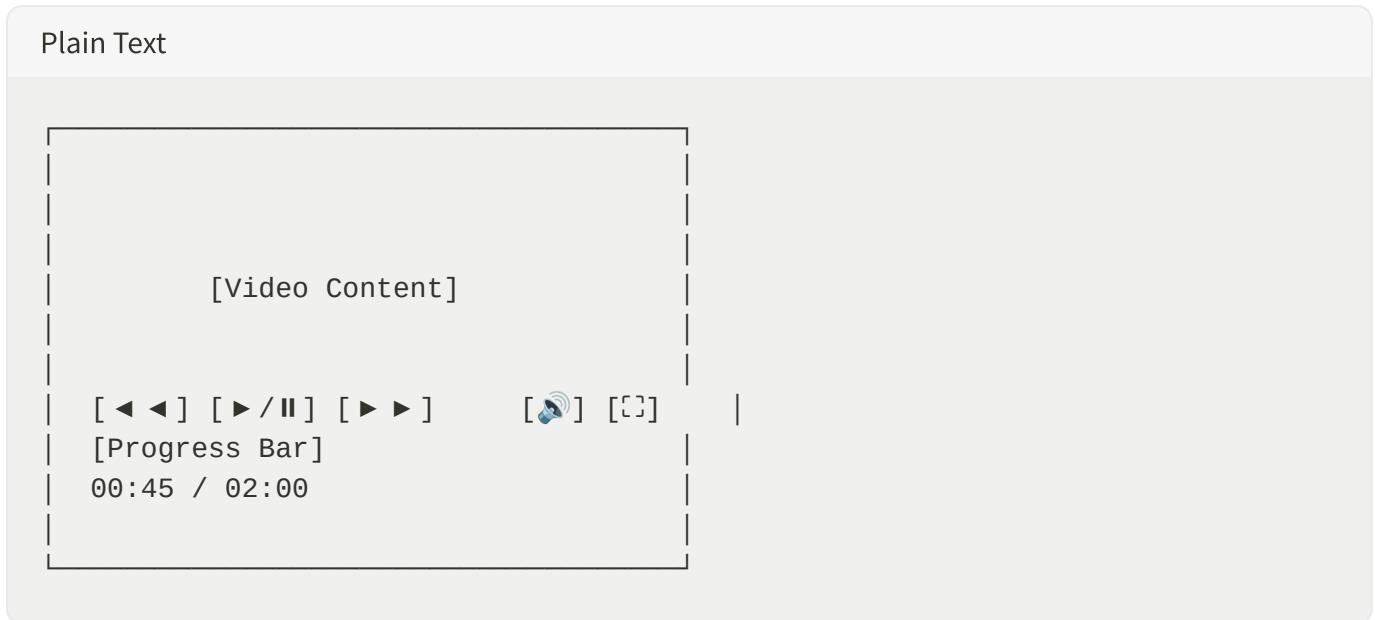
## **Interactions:**

- 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:**



### **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:**



## **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)

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**Next Document:** Testing Instructions