Animation Nation

Due Date: November 28th @11:59pm

Description:

An app that gives the user a list of animations to choose from. Each item chosen will use a unique screen transition animation to a second screen that simulates Android Fragments; displaying information about the animation and the animation itself. For this app, design it to display optimally in landscape.

Implementation Details:

For this project you will implement an app that demonstrates various kinds of animations for the user. Your app will start out as a list of possible animations that the user can see. After clicking on one of the items, the user will see an animated screen transition that leads to a second screen. That second screen will simulate Android fragments.

The left side of the screen should occupy about 1/3 of the screen and contain a description of the animation The right side of the screen should occupy about 2/3 of the screen and contain the animation described in the list item ("bouncing ball", "rotating cube", etc.) as well as buttons for the following functionality:

1. pausing and resuming the animation

2. reversing the direction of the animation.

The buttons will only be enabled if the animation is an explicit animation; otherwise you can disable them or not include them.

Use Flexible widgets to achieve the 1/3, 2/3, screen division.

Each list item must include a unique page transition to its animation screen and each animation must be unique. You should have 8 list items corresponding to 8 animations in your app. You should have 3 explicit and 3 implicit animations. The other two are up to you. You may not use any of the sample animations or images seen in class or from the Flutter website.

Your home screen should contain an app bar and the animation screens should have a way for the user to navigate back to the list of animations.

To test your app, we will use a Pixel 3 XL device running Android 11 (API 30). Design your app to display optimally in landscape mode; don't worry about portrait.

You should pick a theme for your app as well as all of the "look and feel" elements. For instance, if you want an Avengers themed animation app, you could borrow font, color, style elements and images from the Avengers universe and animate different characters.

Electronic Submission:

You only need to zip your Flutter Project together and name it with your netid + Project3: for example, I would have a submission called mhalleProject3.zip, and submit it to the link on Blackboard course website.

Assignment Details:

Late work is NOT accepted. Unless stated otherwise, all work submitted for grading *must* be done individually. While we encourage you to talk to your peers and learn from them, this interaction must be superficial with regards to all work submitted for grading. This means you *cannot* work in teams, you cannot work side-by-side, you cannot submit someone else's work (partial or complete) as your own. The University's policy is available here:

https://dos.uic.edu/conductforstudents.shtml.

In particular, note that you are guilty of academic dishonesty if you extend or receive any kind of unauthorized assistance. Absolutely no transfer of program code between students is permitted (paper or electronic), and you may not solicit code from family, friends, or online forums. Other examples of academic dishonesty include emailing

your program to another student, copying-pasting code from the internet, working in a group on a homework assignment, and allowing a tutor, TA, or another individual to write an answer for you. It is also considered academic dishonesty if you click someone else's iClicker with the intent of answering for that student, whether for a quiz, exam, or class participation. Academic dishonesty is unacceptable, and penalties range from a letter grade drop to expulsion from the university; cases are handled via the official student conduct process described at https://dos.uic.edu/conductforstudents.shtml.