WalkingTube

Antigravity Submission – UX Markup Document

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1. UX Core Statement

> **Map is the Feed. Exploration is the Interface.**

WalkingTube is designed as a **spatial-first video platform** where users explore places through movement on a map rather than scrolling through lists or algorithmic feeds.

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2. UX Design Principles

2.1 Exploration First

- No default feed
- No forced recommendations
- User intent expressed through **pan / zoom / tap**

2.2 Spatial Context Preservation

- Map is always visible
- Content never detaches from location
- UI layers float above the map, never replace it

2.3 Lightweight Interaction

- 1–2 step interactions
- Modal & Sheet-based UX
- Minimal page navigation

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3. Global Information Architecture (IA)

```
App Root
├─ Map Home (Primary)
│   ├─ Video Markers
│   ├─ Filter Sheet
│   └─ Floating Actions
│
├─ Upload Flow
├─ Community Layer
├─ Saved (Bookmarks)
└─ Profile
```

4. Primary UX Flow (Explorer)

```
[ Launch App ]
        ↓
[ Map Home ]
        ↓   (Pan / Zoom)
[ Discover Marker ]
        ↓   (Tap)
[ Video Modal Opens ]
        ↓
[ Continue Exploring Nearby ]
```

- No search required to start
- Curiosity-driven discovery
- Continuous spatial loop

5. Spatial Content Model

```
Video
  ↓
Geographic Coordinate
  ↓
Map Layer
  ↓
User Exploration
```

- Every video is anchored to a real-world coordinate
- Discovery happens through spatial proximity
- Map acts as a living archive

6. Core Experience Unit – Video Modal

6.1 Structural Markup

```
<Sheet position="bottom">
  <AspectRatio>
    <YouTubeEmbed />
  </AspectRatio>

  <Meta>
    <Location />
    <Creator />
```

```
      <Timestamp />
  </Meta>

  <Interaction>
    <Save />
    <Share />
    <Comment />
  </Interaction>
</Sheet>
```

6.2 UX Rules

- Bottom Sheet preferred over full Dialog
- Swipe to close
- Map remains visible with blur

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7. Creator → Explorer Loop

```
Creator Walks
   ↓
Records Video
   ↓
Pins on Map
   ↓
Explorer Discovers
   ↓
New Creator Emerges
```

- Community growth through movement
- City evolves into a shared memory map

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8. Design System Strategy (shadcn/ui Base)

8.1 Base UI Choice

shadcn/ui is used as the base design system due to: - Unopinionated visual defaults - Composable component architecture - Token-based theming - High compatibility with experimental UX (Antigravity-aligned)

8.2 Component Mapping

```
Map Home
  ├─ Floating Button    → Button (variant=ghost)
  ├─ Filter Panel       → Sheet / Drawer
```

```
        └ Marker Tooltip      → HoverCard

Video Modal
  ├ Container            → Sheet (bottom)
  ├ Video Wrapper        → AspectRatio
  ├ Metadata             → Card + Separator
  └ Actions              → Button + Icon

Community
  ├ Post List            → Card
  ├ Navigation           → Tabs
  └ Forms                → Input / Textarea / Select
```

8.3 Interaction Priority

```
Map (Always Visible)
    ↓
Sheet / Bottom Modal
    ↓
Dialog (Rare)
```

- Page navigation minimized
- Context never lost

8.4 Theming Strategy

```
Base Theme (shadcn)
  ├ Neutral grayscale
  ├ Rounded corners
  └ Subtle shadows

Overlay Tokens (WalkingTube)
  ├ SEA Warm Accent
  ├ Map Highlight Color
  └ Creator Identity Color
```

shadcn/ui provides the skeleton, WalkingTube provides the spatial soul.

9. Antigravity Research Alignment

9.1 UX Experiments

- Map as primary content surface

- Video as spatial memory
  - Exploration without algorithmic feed

9.2 Research Questions

  - How do users explore unfamiliar cities?
  - How does video affect spatial memory?
  - Can maps become storytelling interfaces?

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10. One-line Summary

WalkingTube is an Antigravity-style experiment where space replaces scroll, and maps become living media.