## Environment

Reference: <https://material.io/design/environment/surfaces.html>

|  |  |  |  |
| --- | --- | --- | --- |
| Number | Aspect | Illustration | Rule |
| E1 | Dimension |  | Material has varying x & y dimensions (measured in dp) and a uniform thickness (1dp) |
| E2 | Physical Property |  | Input cannot pass through the material it belongs to |
| E3 | Navigator |  | The navigator should not be translucent |

## Layout

Reference: <https://material.io/design/layout/spacing-methods.html#baseline>

|  |  |  |  |
| --- | --- | --- | --- |
| Number | Aspect | Illustration | Rule |
| L1 | Bottom Navigator |  | Elements of the bottom navigation bar align to the 4dp grid |
| L2 | Click Target |  | On non-touch-UIs, click targets should be at least 24 x 24 dp with at least 8dp of space between them |
| L3 | Touch Target |  | Touch targets should be at least 48 x 48 dp with at least 8dp of space between them |
| L4 | List |  | Don’t use less than the minimum touch target size of 48dp for touch devices or devices that support both touch and click input methods. |