Lab 5: Animated Flutter Application with Navigation

Initial Set-up:

1. Make sure you have the Flutter plugin for Android Studio installed and the Flutter SDK (check the video in this week's eConestoga if you haven't yet)

2. Create a new Flutter project named lab5_your_name: File -> New Flutter Project with your name and student # in the project description.

3. Start with the code inside the prebuilt main.dart that comes when you create a project.

Coding:

4. Inside main.dart, go to _MyHomePageState

5. Add a collection of Pets (at least 5 items)
   a   Pets should be made up of
       i   Name
       ii   Breed
       iii   Description
       iv   Photo
       v   Available for adoption
   b   Unique images should be included as part of your app's assets.
   c   Give one of the pet's your name.

6. Display the collection on your home screen using a ListView
   a   Each item should show a small image and at least the pet's name.

7. Using Navigator and Gesture detector, clicking an item should navigate to a detail screen with the remaining information about the pet and a bigger version of the image.

8. Add 4 animations to your application to improve the feeling of using your flutter application.
   a   1 animation that occurs when your home screen appears.
   b   1 hero animation when you transition to the detail view.
       i   No marks will be award for the same hero animation we did in class.
   c   1 animation that occurs when the user interacts with your app in some way, you can reuse your item's GestureDetector for this.
   d   1 animation of your choice.

Zip your project and take a screenshot after the app builds and at least one of the app after you navigate to the detail screen then upload the results. If possible, take a screen recording of your app animating. **DO NOT PUT YOUR SCREENSHOTS INSIDE THE PROJECT ZIP, UPLOAD IT AS A SEPARATE FILE ON eConestoga.**