Chicago Sightseeing App

Due Date: March 13th @11:59pm

Description:

For your first Flutter Project, you will design and implement an App about what to see, where to sleep and what to eat in Chicago. You will design a home screen that allows the user to select one of three choices in each of three categories: EAT, SLEEP and SEE; and nine additional screens to display the information about each.

Implementation Details:

The home screen of your app will have an AppBar that is rounded on the sides, both top and bottom. The Title will be "Welcome to Chicago". The background of your AppBar (the flexible space) should display an image instead of just a color. You are free to pick an image you feel represents Chicago as a whole. The AppBar should also be larger than the default size.

The AppBar on the home screen should also have a TabBar with three Tabs: "EAT", "SLEEP" and "SEE". Depending on which Tab is currently selected, the home screen of your app will display three options for that particular category. For instance, if it was the "SEE" tab, your three options might be Willis Tower, Lincoln Park Zoo and LakeFront Trail. The options will be presented vertically and take up the rest of the screen with adequate spacing in-between. For each option, you should display a round image of that option to the left with a border and slight shadow with the name of the attraction to the right of each image.

Each image should be clickable and when clicked, "fly into" a new screen that puts the image in the middle but noticeably larger than the last screen. The Name of the option will appear above the image and below the image will be a brief description of the option as well as an address. This new scene will have a rounded AppBar with the same

image as the home screen however, the title will be the name of the option selected and there will not be a TabBar.

Also on each individual option screen, there will be a floating action button with a thumbs up Icon. If clicked, a SnackBar will pop up from the bottom of the screen showing how many times someone has "liked" that particular option. Each option screen must remember how many "likes" it has received and print "Option name has been liked N times" where Option name is the name of the option currently selected and N is the total number of times it's like button has been pressed.

You should customize all text in your app and not use default size or color. You should also customize the background of your entire app and not use the default white. The idea is a consistent theme and color choices to give your app a certain "branding" effect and tie all the screens and functionality together. Do not make every screen completely different from the next.

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

Electronic Submission:

You only need to zip your Flutter Project together and name it with your netid + Project1: for example, I would have a submission called mhalleProject1.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.