

I want my app to look similar to my IOS app in terms of color scheme and design, but I will be using some different widgets that are different for android

The main app interface is titled 'buzzed' in a light green font. It features a dark background with yellow and white text and UI elements. At the top right is an 'info' button. Below the title, there's a 'gender' section with 'female' (selected) and 'male' buttons. A 'weight' slider is set to '200 lbs'. Below that are two input fields for 'hours spent drinking' and 'hours since drinking', both set to '0'. A section titled 'how much did you drink?' with an info icon follows, containing three columns for 'wine', 'beer', and 'liquor', each with a '0' and a set of '-' and '+' buttons. At the bottom right is a large yellow 'calculate' button.

The info pop-up screen is titled 'buzzed' and contains the following text: 'Blood Alcohol Content or BAC is a measurement of the amount of alcohol present in the bloodstream after drinking. This application uses the Widmark Formula. This formula gives a rough BAC estimate but other factors such as how often a person drinks and if they had eaten before drinking can also affect the BAC. This calculation is only an estimate — Do not drive while intoxicated!' There is a close button (X) in the top right corner.

There will again be a page or pop-up with a blurb about what a BAC is and I want to add information about how the liver metabolizes alcohol (rate). There will also be a disclaimer telling the user this is only an estimate etc.

The result screen is titled 'buzzed' and displays the following information: 'Current BAC 0.000', 'You Will Be Sober In 0 hrs and 0 min', and 'Your BAC Will Be Below .08 In 0 hrs and 0 min'. There is a close button (X) in the top right corner.

After the user enters their information, there will be another view where their BAC and hours until sober/hours until under the legal limit are shown