

Chicago Sightseeing App

Due Date: Sunday 03/16 @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: Neighborhoods, Events and Sports; 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: “NEIGHBORHOODS”, “EVENTS” and “SPORTS”. 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 “SPORTS” tab, your three options might be Chicago Bulls, White Sox and Fire. 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 at the top but noticeably larger than the last screen. The Name of the option will appear below the image and below the name 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 and 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. If clicked, it will change both the image being shown and the description being shown. This new look should offer a piece of trivia about the subject or little know fact. The floating action button should have an appropriate Icon or other descriptor to signify it will provide new information. After being clicked the Icon or descriptor should change. If clicked again, it will return to the first image and description for that screen.

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 the default emulator created when you downloaded Studio. Design your app to display optimally in portrait mode; don't worry about landscape.

Your program must be organized into multiple classes in separate files.

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:

You may submit 24 hours late for a 10% penalty.

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>.