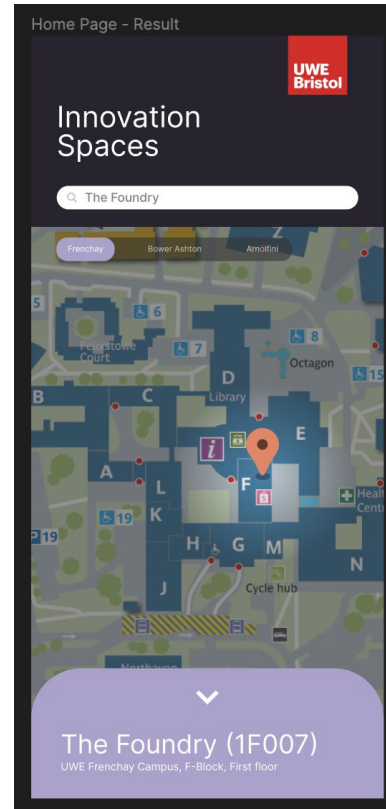# MOVING FROM FIGMA TO FLUTTER FLOW 1

Converting designs from Figma to a development platform like Flutter Flow can be tricky at times. Some design elements or layouts may not have matches in Flutters framework and the customisation options in Flutter Flow might be limited. Mobile platforms have their design standards and user interface conventions that may not perfectly align with web or app designs. Implementing animations, interactions and responsive design requirements for screen sizes can add to the complexity. If you are new, to using Flutter or Flutter Flow there is also a learning curve to navigate.
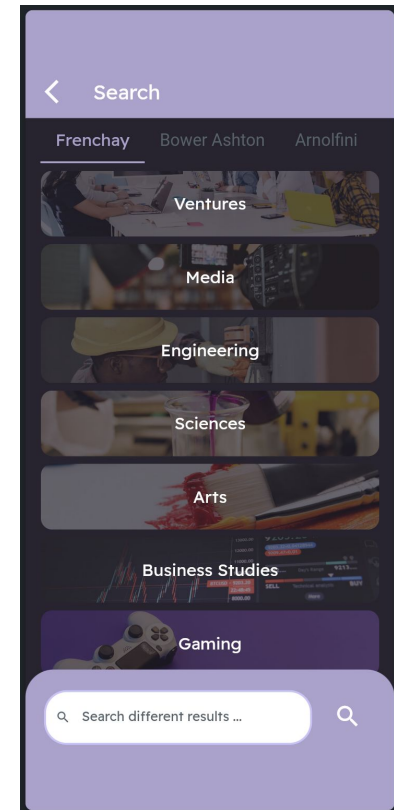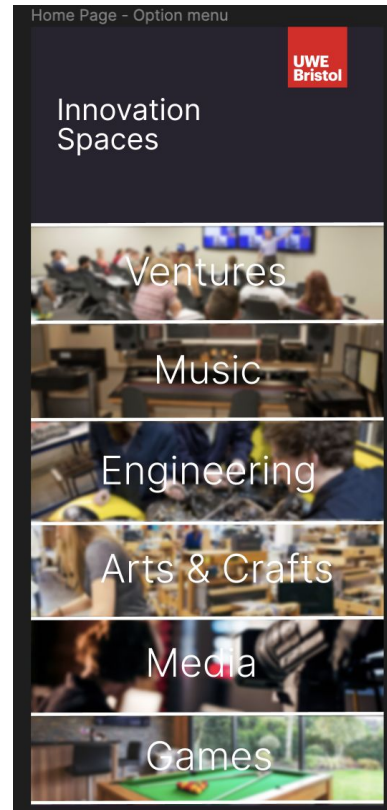
Homepage:
Figma on the left
FlutterFlow on the right

MOVING FROM FIGMA TO FLUTTER FLOW 2

To tackle these challenges you might have to streamline or modify designs to align closely with Flutters features and the typical patterns of platforms. Delving into Flutter methods such, as crafting custom widgets handling animations or incorporating libraries can empower you to execute more intricate UI designs. Engaging with the communities of Flutter and Flutter Flow for solutions. Collaborating with developers can help bridge the divide between your vision and the actualised application. Ultimately some compromises between design choices and technical limitations are often unavoidable, in order to create an efficient mobile app based on your designs.
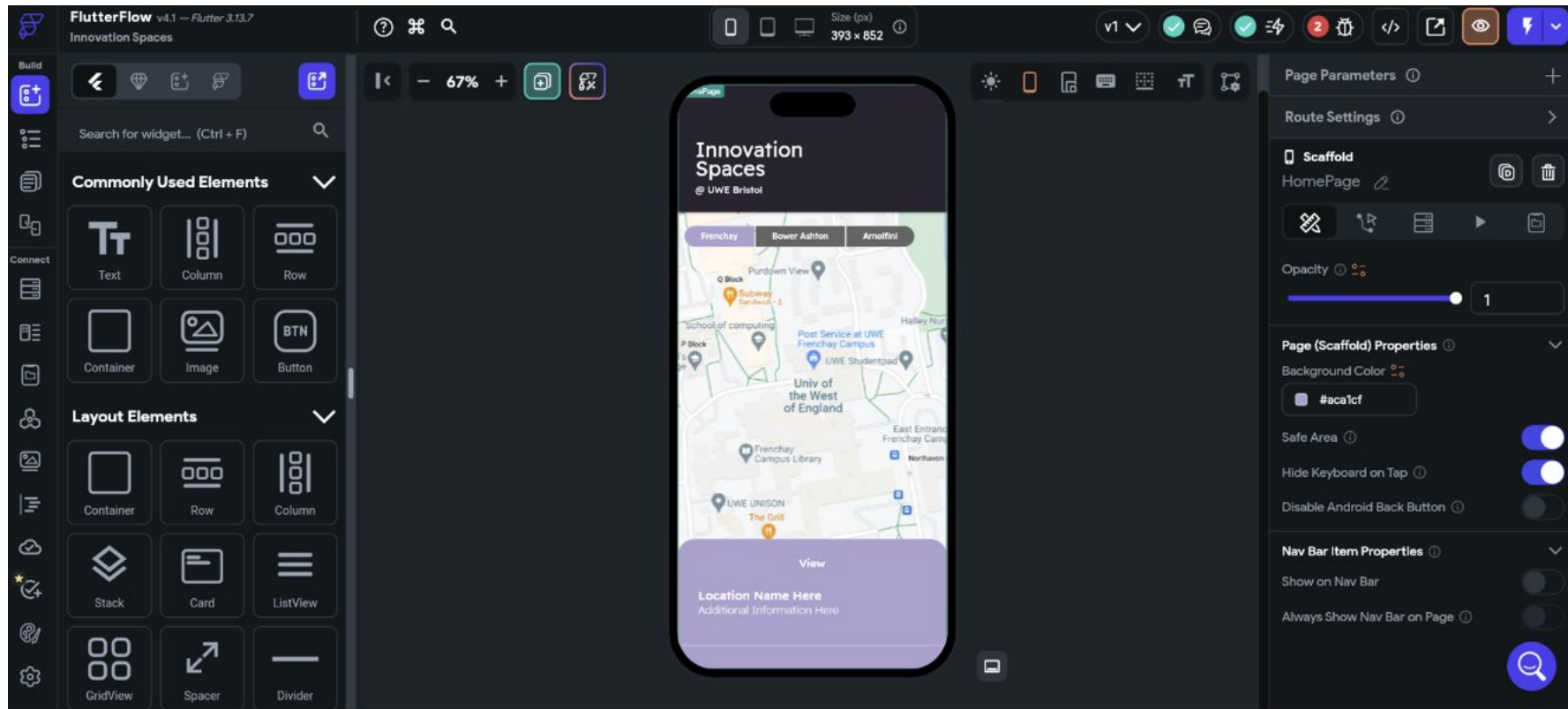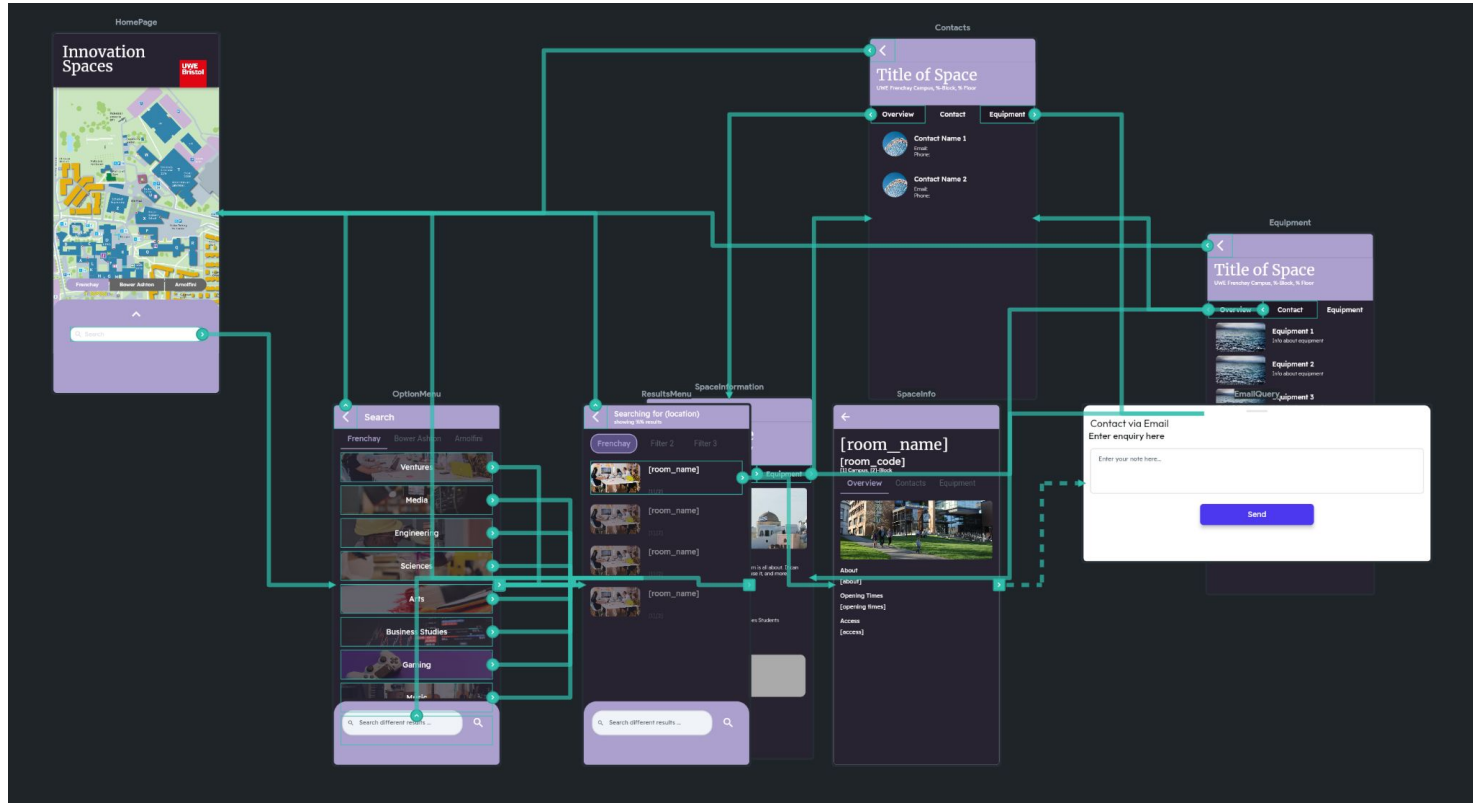
Option Menu/New homepage:
Figma on the left
FlutterFlow on the right

DEVELOPMENT PHASE 1

DEVELOPMENT PHASE 2

DEVELOPMENT PHASE 3