My approach to the code :

for the local_state.dart, for add or decrease counter, and an if so the counter cannot below 0

for the global_state.dart, to make each counter can be added, remove, incremented, decremented individually

For main.dart a UI feature in which it can display the counter with unique color pro editable counter widget as well as a animation whenever you incremented or decremented

advanced feature :

1. A color selection using "Colors.primaries.take(8).map((c)" to make up the color for the counter widget

2.animation "void reorderCounters(int oldIndex, int newIndex)" while using this it does a animation whene the widget is being update

3.drag and drop "ReorderableListView.builder" a simple drag and drop in which you press a button so you can move the counter widget