

# Internship Assignment – Flutter Developer

## Objective

Recreate **two Figma slides** into Flutter with **pixel-perfect precision**. The output must match the given design in terms of **colors, fonts, spacing, and overall style**.

**Figma Design Link:** [View Here](#)

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## Tasks

### Task 1 – Edit Profile Screen

- Convert the provided "Edit Profile" Figma screen into a **Flutter UI**.
- Match **colors, fonts, and alignment** exactly as shown in Figma.
- Ensure responsive design that works on different mobile screen sizes.

### Task 2 – Blender Mixer Screen

- Convert the provided "Blender Mixer" Figma screen into a **Flutter UI**.
  - Ensure **pixel-perfect implementation** with the same style as the Figma file.
  - Keep the UI clean, interactive (if applicable), and responsive.
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## Deliverables

### 1. Flutter Project Code

- Complete source code in a GitHub repository or a zipped folder.
- Proper folder structure (lib/, assets/, etc.).

### 2. Demo Video

- A short screen recording (1–2 minutes) showing the working UI of both screens on a mobile emulator/device.

### 3. Documentation (PDF/Word)

- Brief explanation of your approach.
  - Tools and libraries used.
  - Challenges faced and how you solved them.
  - Screenshots of your output.
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## Requirements

- Use **Flutter only** (no external UI frameworks except officially supported Flutter packages).
- The design must be **pixel-perfect**.
- Submit before the deadline.