Test Project

Module C1 - Implement

Mobile Applications Development

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Introduction

This application is committed to promoting the overseas communication of traditional Chinese culture. Dynamic interactive digital maps and smooth scrolling of cultural relic cards are adopted to fully display the unique charm and guided tour services of the museum, building a digital bridge for global audiences to access oriental aesthetics.

All requirement stories, images, and other materials in this Test Project are fictional, for competition use only, and have no real-world counterpart.

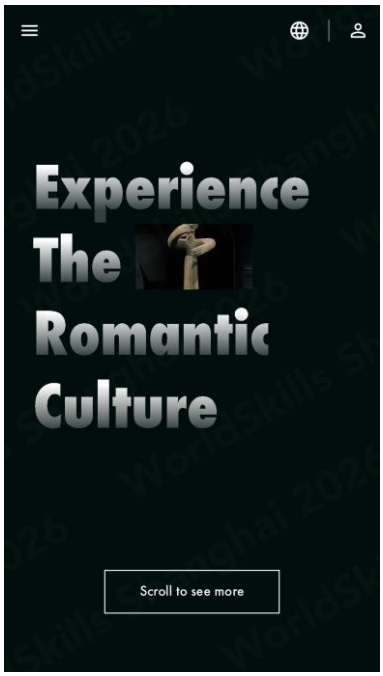
The designer has provided you with product prototypes. As a Mobile Application Developer, your task is to develop the corresponding app in strict accordance with the requirements of the prototypes and the videos.

Description of project and tasks

This development should be carried out in strict accordance with the prototype style and the requirements. The task is divided into two parts based on different equipment types:

	PART	NAME	COMPETITION TIME	MARKING DEVICES
√	MC1	Implement (phone)	2.5 hours	Emulator: Pixel 2 or iPhone 8 Plus
	MC2	Implement (tablet)	2.5 hours	Emulator: Pixel Tablet or iPad Pro (11-inch)

Below is an overview of the prototypes. Please check the media-files for details.



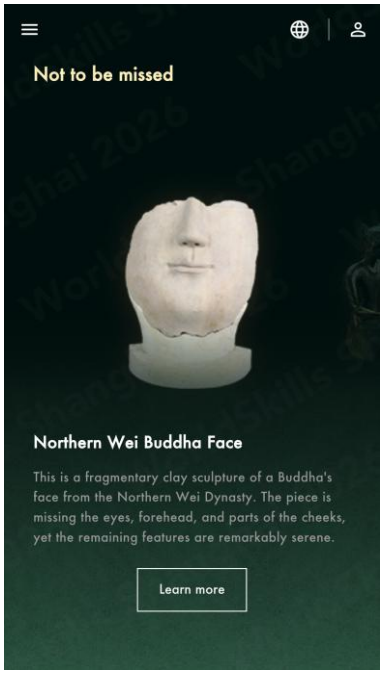
Home Page


Video Page

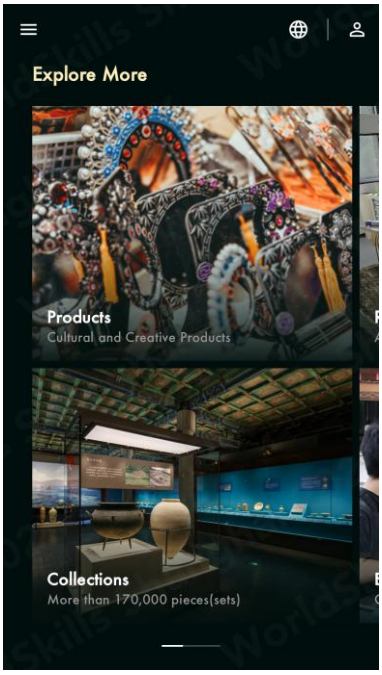


Visiting Information Page

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Not to be missed Page



Explore More Page

General Demands

1. All animation effects should be developed to match those shown in the videos;
2. The appearance must strictly follow the details of the prototype. Functions not mentioned in the description do not need to be implemented;
3. All materials marked with the WorldSkills Shanghai 2026 watermark are provided solely for reference purposes. Use of these materials in the actual project development will result in zero marks for the corresponding section;
4. Use the provided font consistently throughout the application;
5. Pages can be entirely changed by swiping up or down;
6. Each page includes a top navigation bar;
7. The top navigation bar includes: menu icon button, language icon button, divider line and user icon button;
8. Left drawer menu requirements:

   (a) Tap the menu icon button to slide out the drawer menu from the left;
   (b) A close icon button and links to five pages are provided inside the drawer;
   (c) Tap any page link to auto-scroll to the corresponding page and close the drawer menu;

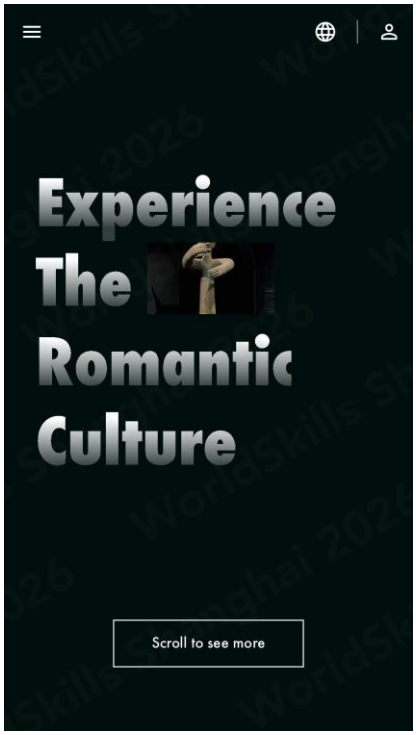
9. Top drawer menu requirements:

   (a) Tap the language icon button to pop up language options from the top;
   (b) Provide two options: "English" and "简体中文";

10. When the drawer is open, tap any area outside the drawer can close it;
11. Transition animation effects are applied when opening and closing the drawer (Refer to: *animations/drawer.mp4*).

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Pages Demands



1. Home Page

Elements include

1. Title "Experience The Romantic Culture"
2. Video
3. "Scroll to see more" button

Functional requirements

1. Each word of the title occupies an independent line;
2. The title animation follows the video (*animations/home.mp4*):
   (a) Initially, no text is displayed on the page;
   (b) Then, the first line of the title appears from left to right, letter by letter, with an upward fade effect;
   (c) The letters of the next line start to fade in upwards when three letters of the current line have been displayed;
   (d) The same gradient fade effect is applied to each line of the title;
3. The button animation follows the video (*animations/home.mp4*):
   (a) Initially, only a single line fades in upward;
   (b) Then, the line expands to the left and right;
   (c) The text fades in after the line expansion;
   (d) This animation is triggered after the title animation finishes;
4. Tap the "Scroll to see more" button to scroll to the Video Page;
5. The video source: *promotional.mp4*;
6. The video element animation follows the video (*animations/video.mp4*):
   (a) Initially, the video is positioned on the right of the second title line in a small size;
   (b) The video plays automatically;
   (c) The video loops continuously without interruption;
   (d) When the user scrolls down to the next page, the video expands and reposition to fullscreen based on scoll progress;
   (e) When the user scrolls up back from the next page, the video shrinks and return to its original position based on the scroll progress.

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2. Video Page



Elements include

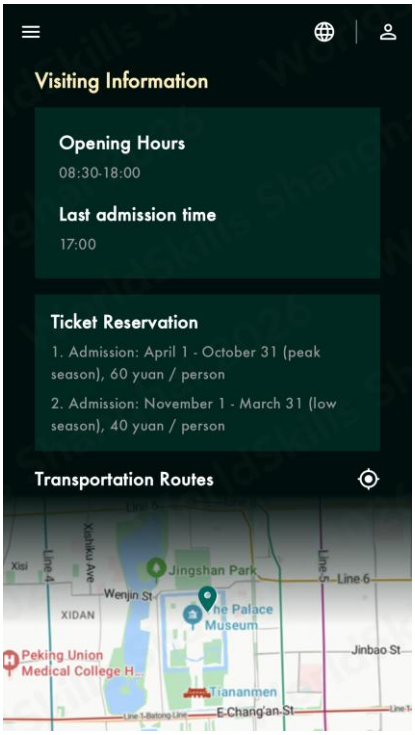
1. Video

Functional requirements

1. The video starts playing automatically once it enters the user interface;
2. The video loops continuously;
3. When the user continues to scroll to the next page, the video scrolls upward and leaves the current view along with the page.

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3. Visiting Information Page



Elements include

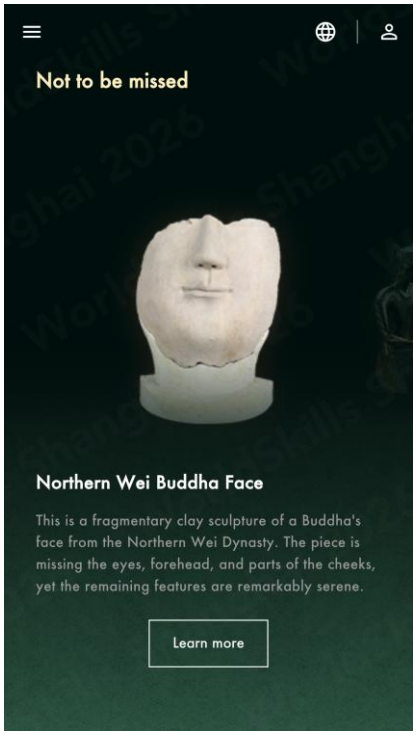
1. Title "Visiting Information"
2. First card:
   (a) Subtitle "Opening Hours" and its corresponding value
   (b) Subtitle "Last admission time" and its corresponding value
3. Second card:
   (a) Subtitle "Ticket Reservation"
   (b) Values of the two list item
4. Subtitle "Transportation Routes"
5. Location icon button
6. Map

Functional requirements

1. The map displays the center position by default;
2. A pin icon is displayed at the center of the map (located next to The Palace Museum);
3. Map interactions follow the video (*animations/visiting.mp4*):
   (a) The map supports single-finger panning;
   (b) The map supports two-finger pinch-to-zoom;
   (c) The pin icon remains in the fixed relative position and doesn't move or scale with map interactions;
   (d) Tap the location icon button to re-center the map to the middle of the screen at the current zoom scale;
   (e) Transition animation effects are applied during map re-centering triggered by tapping the location button.

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4. Not to be missed Page



Elements include

1. Title "Not to be missed"
2. Five cultural relic images
3. Cultural relic title
4. Cultural relic description
5. "Learn more" button

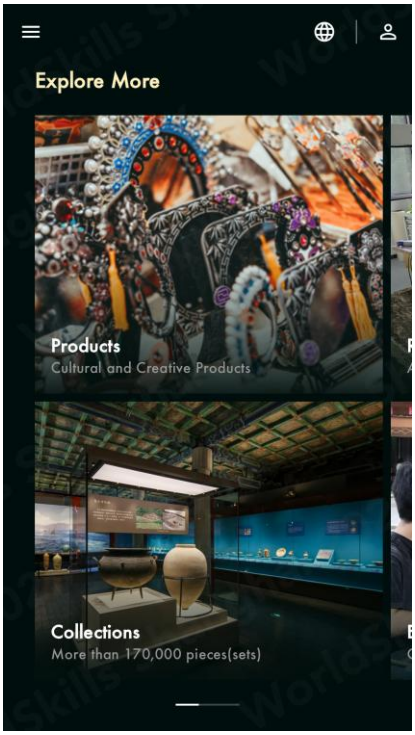
Functional requirements

1. Cultural relic data source: *data/collections.json*;
2. The scrolling animation for relic images follows the video (*animations/not_to_be_missed.mp4*):

   (a) The culture relic images support horizontal scrolling;
   (b) Relics adjacent to the one currently displayed is shown with a semi-transparent and scaled-down effect;
   (c) The corresponding title and description update automatically when switching to another relic.

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5. Explore More Page



Elements include

1. Title "Explore More"
2. Five category items, each including:
   (a) Background image
   (b) Title
   (c) Subtitle
3. Scroll indicator for the category list

Functional requirements

1. Category data source: *data/explore_more.json*;
2. Category items are displayed in a grid layout with 2 rows and 3 columns;
3. The category list supports horizontal scrolling;
4. The scroll indicator animation follows the video (*animations/explore.mp4*):
   (a) The highlighted portion of the progress bar matches the visible portion of the category items;
   (b) The highlighted portion of the progress bar scrolls to the far left/right when the category list is scrolled to the far left/right;
   (c) The progress bar updates in real time following user horizontal scrolling actions.

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Instructions to the Competitor

- Please create the project with the correct package name (Android)/Organization Identifier (iOS). The naming convention is edu.ws2026.mc1XX.am;
- You should save the project in the folder XX_MC1;
- You should rename the generated apk (Android) / app (iOS) file as XX_MC1.apk (Android) / XX_MC1.app (iOS) and save it in the root of the XX_MC1 folder;
- The whole XX_MC1 folder should be pushed to the provided remote Git repository in time;
- Note: "XX" is your workstation code.

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