Brief description of the project:

Colibrity is an agency creating classic and immersive websites. This project is about developing an immersive page, which will become a part of the main company's website. This page is drastically different from the main website, yet, the interface must be suing the same design logic (fonts and colors).

Fonts: Inter (main), Neue Machina (headers)
Colors : #5D0620 ; #8E3047, white, black

3D experience is a journey of the colibri bird through the office and all the way to the company's website, at the end. There is a game in the second part of the 3D experience.

Link to the project:
https://drive.google.com/file/d/1WpbE7vN_cTFb3SBMv117Lc8J6m9Qu0gS/view?usp=share_link

For the web designer:
Task 1: first screen - entrance and buttons
Task 2: game on the big screen.

Important:
- all the elements are already positioned
- what needs to be done is to edit the design of all elements in accordance with the best UI/UX practices.

Task 1: first screen - entrance and buttons
What we see on the screen:
- text at the bottom of the screen (only in English. We will add the translations on the level of development):

Welcome to the experience
choose how you'd like to enter
With Sound / Without Sound
tip: you can toggle the sound later
scroll to join me

- 4 buttons at the top right part of the screen: 1. Sound On/Off, 2. Change of the language(3 languages: english, french, bird language(imaginary)), 3.Theme changer, 4. link to go back to the main company's website

Screen with closed theme configurator
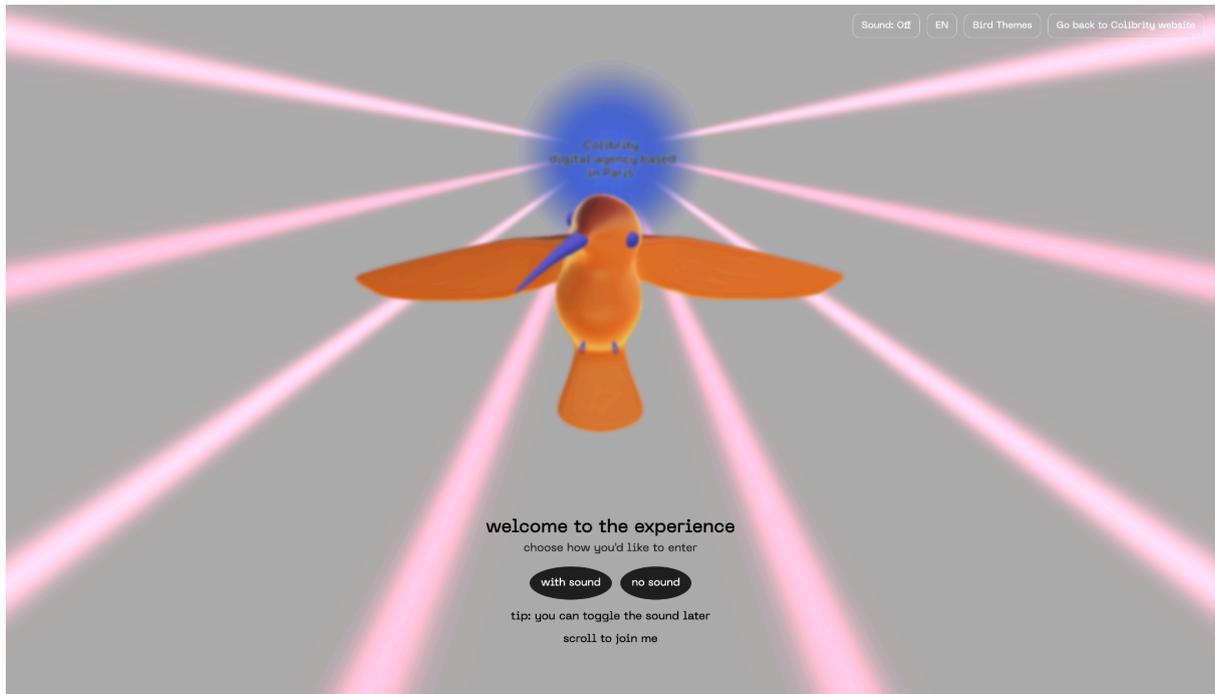
Screen with open theme configurator

Task 2: game on the big screen

Context:
Imitation of the site inside the screen, where the right part is an interactive game and the left part is the text field with descriptions.

Right part (game zone):
4 squares (must stay squares) are being pulled and shoot into their holes.
Every square must have its related name:
- Design (identité visuelle, UX/UI)
- Tech & Data
- Marketing et KPI
- Innovation & Immersion (IA, AR, VR, interaction)

Your task: without drastically changing the shape of the elements, align them in the same style, create a unified design. It's possible to create different patterns or different colors for the squares to visually distinguish them.
Also, create the dimmed (before they got fit in the hole) and active state for the squares (after they got fit in the hole).
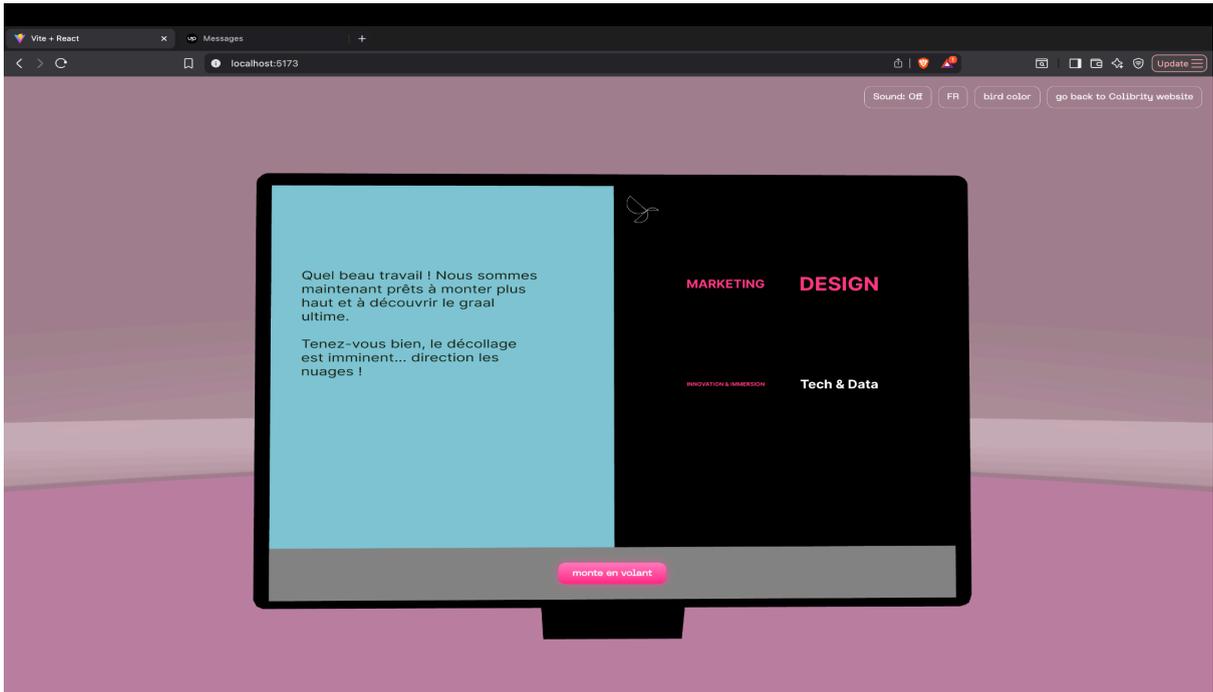
Left part (the description zone):
Colibrity Logo
Header
Paragraph with text (max 600 symbols)

Button
At the bottom, there is a button, which is dimmed before the user wins the game, and active after the user won the game. Pressing on the button makes it possible to finish the flight.

Proportions:
pink part - descriptions
green part - game
blue part - button