

# Wireframes with Technical Annotations

## 1. Visual Elements

- Scenes Layout → Sequential Story Phases
- Buttons & Navigation → clearly labeled interactive buttons
- Animation & Transitions → Smooth scene changes, hover effects, feedback messages

## 2. User Interactions

- Buttons clicks → Scene transitions via javascript
- Hover Effects → Highlights clickable elements
- User choices → Different story branches & outcomes

## 3. Navigation Design

- Scene - Based Navigation → No scrolling, users interact via buttons
- Javascript Controls Visibility → Shows & hides scenes dynamically
- Decision - Based Flow → Key choices lead to different branches or reset

## 4. Technical Annotations

- HTML → `<div class = "scene">` for sections, `<buttons>` for navigation
- CSS → Flexbox, animations, hover effects, transitions
- JavaScript → `nextScene(sceneNumber, choice)` for navigation & text updates