Markup Languages
And
Information Management Systems
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Alumno
YU
ZHANG

GLOBAL PRACTICE 1:
PROPOSAL DELIVERY
1º DAM
IES PERE MARIA ORTS I BOSCH

Genshin Impact.

Dear JOSE,

My concept for the web project is primarily divided into three parts, with the majority of content residing in the second and third segments. The first part involves an entrance animation, like to initiating a game(Genshin Impact) by clicking to proceed to second part. Simultaneously, I may incorporate animations, videos, and music to ward off monotony.

The second part will feature animations to accentuate the selection of different elements, for example, enlarging them for emphasis. As mentioned earlier, this stage will delve into the introduction of the 3 game characters(Barbatos, Morax, Baal), showcasing tables, picture, and short looping video based on my imagination.

In essence, the second part serves as the platform to choose which character the user wants to explore further. Upon clicking, it will seamlessly transition to final stage, providing a detailed background story of the selected character to best extent possible.

Lastly, to accommodate your preferences, my project has the option to change languages, but it's limited to second and third parts of the web page, like I explained, the first part solely comprises the entrance animation.