

## Page 1 – Welcome / Landing Page

### Structure & Animations:

- **Welcome Panels:**
  - Panels appear in a **circular animation from the edges of the screen** when the page loads.
  - Panels fade or animate outward, revealing the central content.
- **Background Video:**
  - Use the video provided as a **full-page background**.
  - Video should **play automatically on scroll** with a subtle parallax effect.
- **Title Overlay:**
  - On top of the video, show “**Codefest**” in **bold cinematic game-style letters**, like a title screen in a game.
- **Navigation Bar:**
  - Vertical nav bar embedded in **stone pillars on the sides**, glowing subtly, matching a medieval temple theme.
- **Optional Extra Animation:**
  - Add a **button** that triggers a mini cutscene:
    - **Monkeys appear** and surround the character.
    - After animation, **panels slide out**, revealing a **countdown timer** for registration.
- **Timer Placement:**
  - Timer appears below the Codefest title.
  - If no extra animation, show timer **immediately on page load**.
- **Scroll Animations:**
  - Scrolling down gradually **moves the video and Codefest title upward**, fading them out.
  - Introduce “**About Codefest**” section with cinematic, heroic typography like **end credits of a superhero or adventure movie**.
  - Scrolling fills a **progress bar like a coin collection in games**.
- **Temple Scene for About Section:**
  - Character reaches a **temple**.

- Temple walls display **POR and chairs representing your society/about us**.
- As the user scrolls further, the **screen brightens**, revealing the **Contact Us section** over **medieval map backgrounds**.

## Page 2 – Events / Timeline Page

### Structure & Animations:

- **Transition Button:**
  - Bright screen reveals a **“talisman” button** that navigates to the second page.
- **Gameplay Scroll Theme:**
  - Background continues cinematic style, but character **moves via rope gliding**, similar to **Temple Run 2 mechanics**.
  - As the user scrolls, **new holographic timeline images** appear, showing event milestones.
  - Scroll progress animates **coins appearing as collectibles** along the path.
- **Interactive Extras:**
  - Moving the mouse spawns coins.
  - Coins should follow a **curved path like in-game collectibles**.
  - Random coins are scattered throughout the page as optional collectibles for interactivity.

## General Design Guidelines


- **Color Palette:**
  - Use **dark medieval/temple tones**, glowing highlights, gold accents for coins and important elements.
- **Typography:**
  - Heroic, cinematic, game-style fonts for headings.
  - Clean, readable fonts for body text.
- **Responsiveness:**
  - Must look immersive on both desktop and mobile.
- **Performance Considerations:**
  - Background videos and scroll animations should **lazy-load** for smooth performance.

- **Extras (Optional but Recommended):**
  - Coin collection sound effects on scroll or mouse movement.
  - Subtle particle effects (dust, sparks) for cinematic feel.
  - Interactive temple objects (clickable or hover effects) for About/Contact sections.


# THE COUNCIL

Have questions about your quest? Send a message to the elders.

## LOCATE THE TEMPLE






LOCATION  
Ancient Tech Campus  
Silicon Valley, CA 94000



EMAIL  
quest@codefest.dev

## FOLLOW THE TRAIL




## SEND A MESSAGE

Your Name

Your Email

Your Message

What brings you to the temple?

 SEND MESSAGE