Stage 1

-Animations should be implemented so that the user knows where to click.

Stage 2

-It was suggested that in order to "invite" the user to click on different elements, we could animate them.

- The characters are jumping all the time, user might find it confusing.

- Inconsistent (background and character's design don't fit together).

Stage 3

- The last poster should have a call to action (e.g. buy tickets here).

- Poster is confusing, doesn't abide to consistency, jump to portrait mode.