

The problem with this direction is the video and hover state options are limited on mobile. With mobile being a focus for this launch, there are a couple of ways to approach the project:

- Create a separate mobile page that doesn't have as much interactive elements.
- Interaction 1 might not be the best way to go. Explore different solutions.



Example: iamtired.online

Exploring a different way to trigger interactions might be the direction to go if we can use hover. Creating a website that triggers interactions on scrolls could solve this.