

## Detailed Wireframes

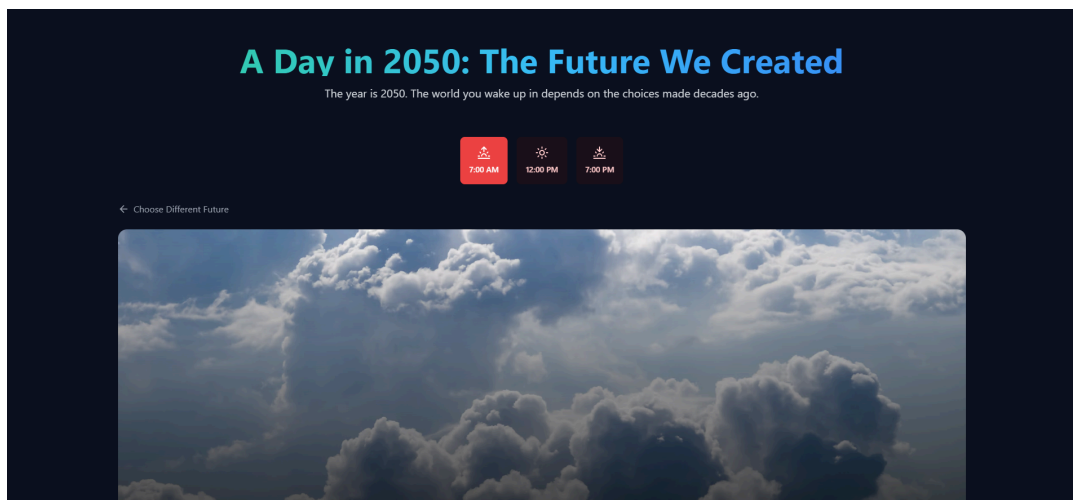
### Main Page (World Selection)

- **Header:** Title (gradient text) & subtitle (centered).
- **Two Cards:** Background image, gradient overlay, icon, title, and description.



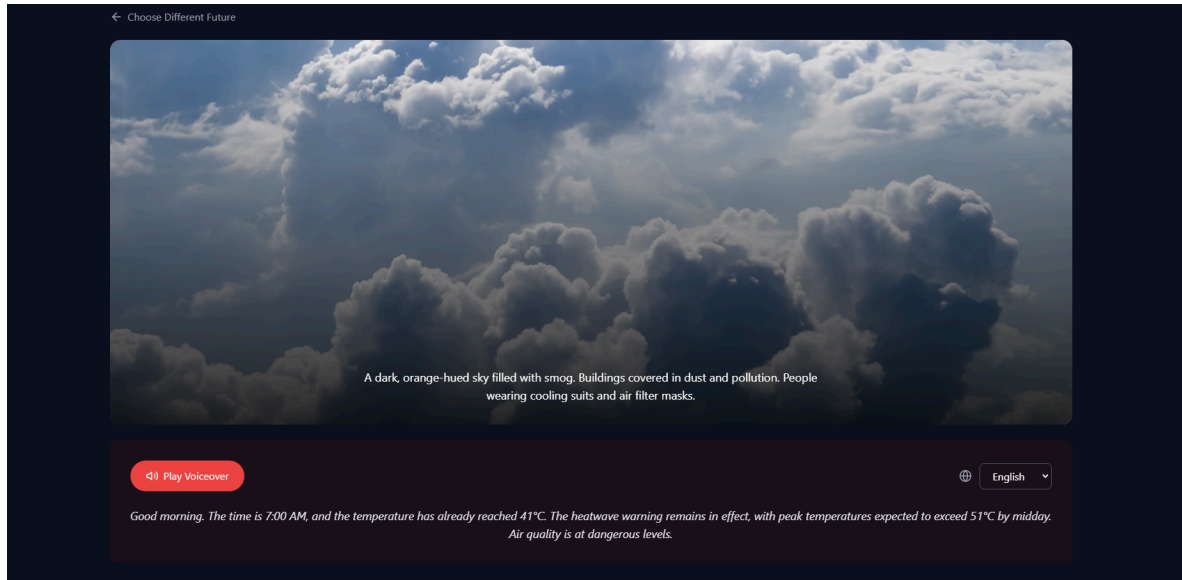
### Time Selection

- **Three Buttons (Morning, Midday, Evening):** Icons & labels, active button highlighted (red/green).



## Scene View

- **Back Button:** Returns to world selection.
- **Scene Image:** Large visual with description overlay.
- **Voiceover Panel:** Play/stop button, language selector, displayed text.



## User Interactions

- **Cards:** Hover ,Click (transition to time selection).
- **Time Buttons:** Hover , Click .
- **Back Button:** Hover , Click .
- **Voiceover Button:** Click (toggle play/stop).
- **Language Selector:** Click (dropdown), Select (change text language).
- **Scene Image:** Hover .

## Navigation

- **Primary:** World → Time → Scene.
- **Secondary:** Time navigation & language selection

## CSS Application

### ✓ Layout

- **Flexbox** for centering & horizontal layouts (e.g., time selector).
- **Grid** for world selection cards
- **Absolute positioning** for overlays on images.

### ✓ Transitions & Animations

- **Hover effects:** Smooth scaling
- **Color transitions:** Background/text color changes

### ✓ Visual Effects

- **Gradient overlays**
- **Backdrop blur**
- **Shadows**

## JavaScript Functionality

### ✓ State Management

- `isDystopian`: Tracks selected future.
- `timeOfDay`: Tracks selected time (morning, midday, evening).
- `showTimeSelector`: Controls view transition.

### ✓ Event Handlers

- `handleWorldSelect()`: Updates future & shows time selector.
- `onTimeChange()`: Updates selected time.
- `onBack()`: Returns to world selection.
- `setLanguage()`: Changes voiceover language.
- `setIsPlaying()`: Toggles voiceover.



## The Future is Still in Our Hands

2050 is not written in stone. The choices we make today define the world we live in tomorrow.

[Take Action Now](#)

[Experience Another Future](#)