User flow

1. User is greeted with this screen - flowers in the background and solid overlay with text

* The flower visualised here is randomized within a set
* Whichever flower is in this box, should be harder to find in the screen (maybe goes behind the other flowers more)

1. Once the button is clicked, the overlay is closed, and only the flowers are seen.

* The flowers are in front and behind each other, and keep moving around.
* ([Is this possible?](https://www.youtube.com/watch?v=PbV2Y7oGfq8) It’s okay if it’s not, I vaguely recall what’s been developed already and it was nice - but I think it was a disappearing photo so I don’t remember it too well).
* The flowers keep moving around, but (maybe just sometimes) the flowers on the same level which are moving towards each other bump into each other
* The flower that needs to be found (let’s call it the Main Snitch) will be slightly harder to find. There’s going to be only one Main Snitch on the screen. The other snitches will still be floating around, and can be in as many numbers as is convenient (0 or 1 or more, your call).
* The size of the all flowers will be the same (preferably 300x300 px) but the Main snitch will be smaller (150x150) - if this size is not suitable, feel free to give it the optimal size, but what’s important is is for the Main Snitch to be considerably smaller.
* When the cursor goes towards any flower, the flowers should move a bit faster suddenly for a second, and continue in their normal trajectory.
* The Main Snitch will follow the same kind of movement

1. User finds the Main Snitch and clicks on it.

* Thanks overlay pops up.

https://www.figma.com/design/7WVQ8tMtL3AXuHJAeZuxq2/INST-630?node-id=108-112&t=jtOrLjGGGekVjwUz-1