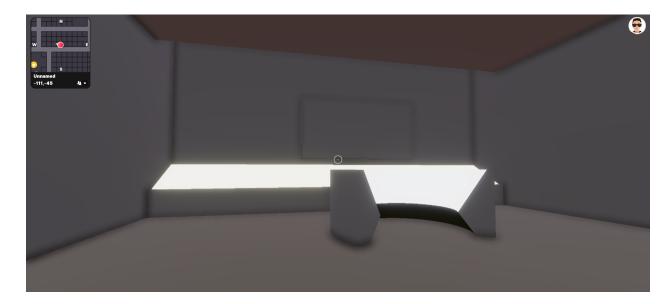# Jomsy Fashion Project Description

1 - NPC: There will be an NPC(Non-player character) who looks like a fashion model. This NPC greets the users when they enter the building, and will have two options for directing people to the websites of DLA and Jomsy. There will be a few animations for this NPC, such as; catwalk and posing for pictures which can play randomly every once in a while. Also, she should give a little guide to Jomsy fashion and the building.

2 - Jomsy Console: This console is like a big tablet. On the screen of the console, there will be video trailers of Jomsy courses. Jomsy has various fashion courses, so on the keyboard of the console, there should be buttons for going to the next or previous course(the next or previous trailer video). Also, on the keyboard there should be a button of "Buy Here!"; for going to the website of Jomsy and buying the course from there. Here is a photo of the console that is already designed:

3 - Jomsy Fashion Book: Jomsy fashion has a book. We will design this fashion book(only a few pages of it) and put it in their building. The book can either be a 3D book that the user can turn its pages, or it can be a 2D UI that can open to show the content of the book in pages. There should be a button of "Buy Here!" next to the book; for going to the website of Jomsy and buying the book from there.

4 - DCL token(link to the DCL website)

5 - Links to Jomsy social media pages: There will be little icons spinning on the ground that direct users to Jomsy social media pages.