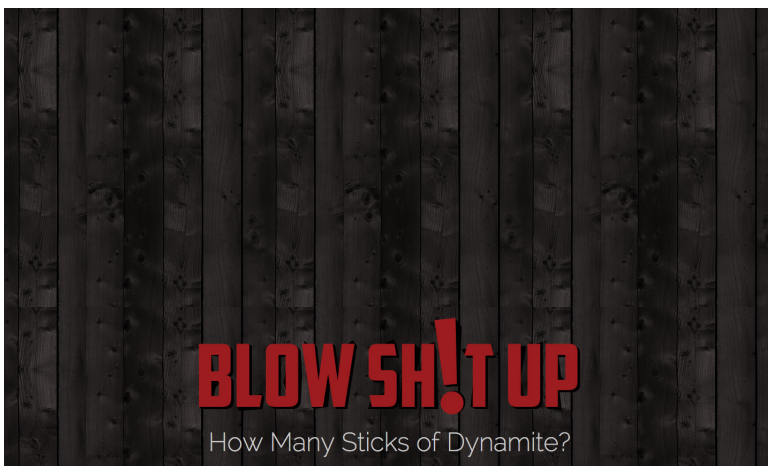# Loading Screen

1A Initial Screen

1B Logo Fades In

1C Logo's individual letters exploded off screen at different rates

1D When it's done, the next screen slides up

Pick Image Screen

User input of image link

- User can paste any link
- That image link is then passed to the box below it when button is clicked
- Need to validate if it is an image link
- Need to return signifier if it's not a valid image link
- Get image button shakes and a small message stating it's not a valid image link.

Missing:
Need a confirmation button to advance to the next screen

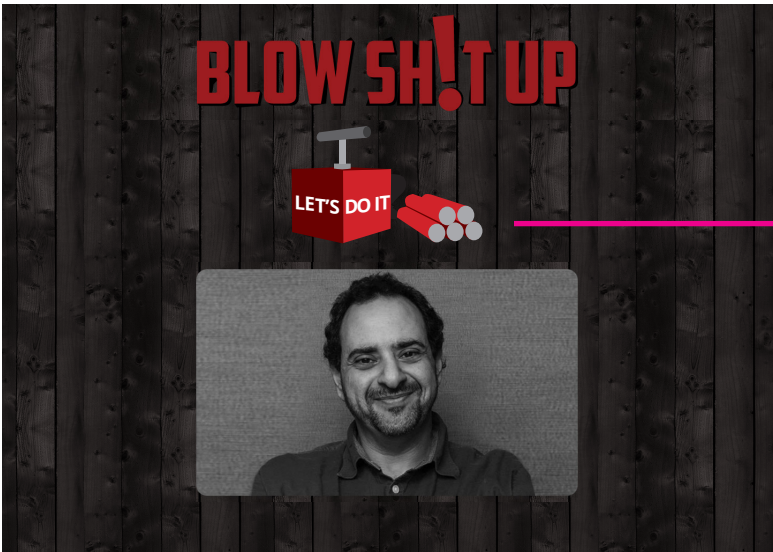**User can pick any preset images**

- User clicks image and it is displayed in box above
- The image that is clicked is grayed out
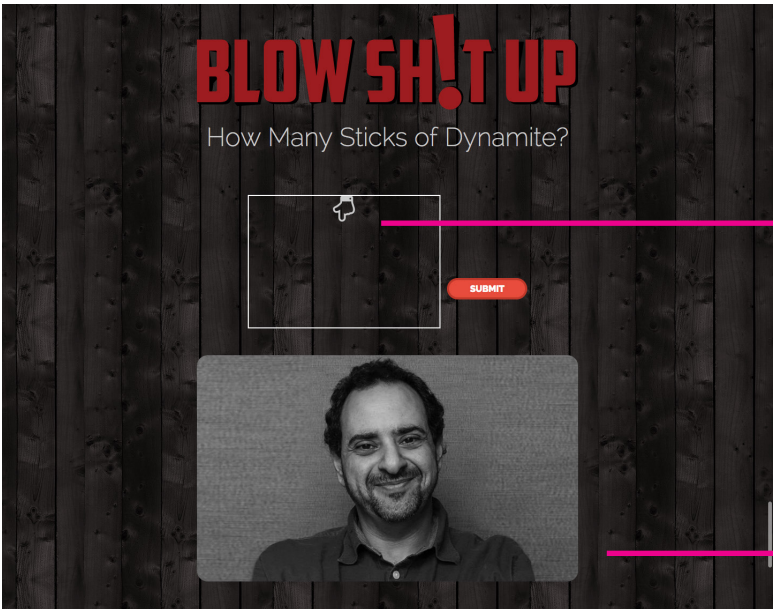
User inputs a number

- After user submits number, it changes to the next screen below.
- If it's not a valid number, need a signifier to the user to try again.
- When user clicks submit, it advances to the next screen

All images will be 600 PX wide

The detonator button

- The hover state would make the lever go up. And the active state would make the plunger go down all the way.

Explodes into smaller boxes

- The image is treated like a sprite and is placed into the small squares.
- The small divs are then animated with the duration that is related to how much dynamite is entered.
They would bounce off the sides and top until seattled at the bottom
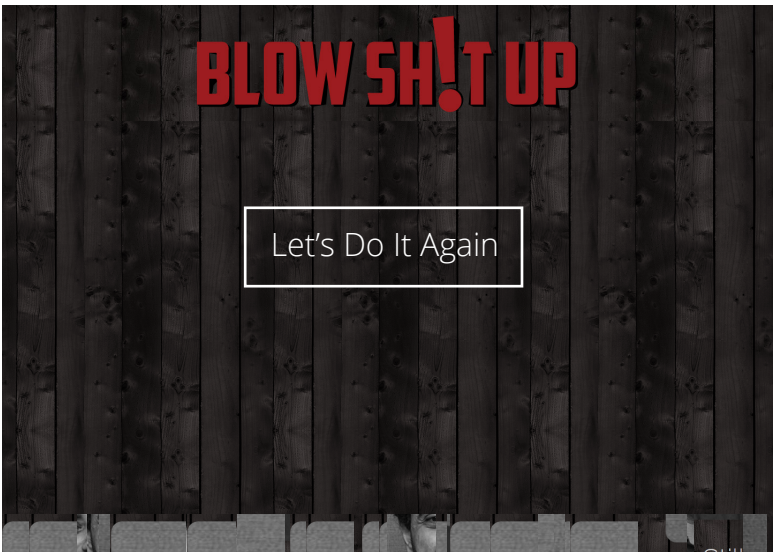
A reset button starts over

All the divs settle at the bottom