

The interface is designed for an advanced hide-and-seek game. The central canvas displays a farm scene where a wizard is hiding. The left sidebar provides a menu to select objects to hide: Tree, Mushroom, Barn, and Car. The right sidebar shows a wizard icon and a plus sign, likely for adding more wizards. The bottom toolbar contains various navigation and editing tools, including arrows, a person icon, a speaker, a network icon, a play button, and several puzzle-piece icons with numbers (1, 1, 1, 1, 1, 1, 2). Below the toolbar, there are three large puzzle-piece icons: a yellow one with a hand pointing, a purple one with a person, and a yellow one with an envelope and a dropdown arrow. A grey tree silhouette is on the bottom left.

The interface features a central scene with a red barn, a blue car, a green tree, a wizard, and a mushroom. On the left, a menu lists 'Tree', 'Mushroom', 'Barn', and 'Car', with a plus sign at the bottom. On the right, a wizard icon is visible above a plus sign. A bottom toolbar contains various icons for navigation and editing, including a yellow 'add' button, a blue 'right' arrow, a purple 'person' icon, a green 'volume' icon, an orange 'undo' icon, a red 'delete' icon, and several blue 'undo' icons with numbers 1, 2, and 3. A large white plus sign is also present on the right side of the scene.



The game interface is divided into several sections:

- Left Panel:** A vertical list of items to be placed in the scene. From top to bottom: a red mushroom labeled "Mushroom", a red barn labeled "Barn", a blue car labeled "Car", and a wizard labeled "Wizard". Below these is a blue plus sign icon.
- Central Canvas:** A 3D-style illustration of a farm scene with a red barn, a green field, a blue car, a tree, and a mushroom. A wizard character is positioned in the center of the field.
- Right Panel:** A small thumbnail of the scene with the wizard, a blue plus sign icon, and a white square area.
- Bottom Toolbar:** A row of colorful icons for navigation and editing, including a yellow speech bubble, a blue arrow, a purple person, a green speaker, an orange network, a red play button, and several blue puzzle-piece icons with arrows and numbers (1, 2).
- Bottom Section:** A white area containing a line-art wizard character on the left and two sets of colorful puzzle-piece icons on the right. The first set includes a yellow envelope, a purple person, a green microphone with "1", and a purple person. The second set includes a yellow flag and a green microphone with "2".

The interface is designed for a hide-and-seek game. The central canvas displays a farm scene with a red barn, a blue car, a tree, a mushroom, and a wizard. The left sidebar provides a menu of objects to place in the scene: Tree, Mushroom, Barn, and Car, along with a plus sign for additional options. The right sidebar shows a wizard icon and a plus sign, likely for adding a wizard to the scene. The bottom toolbar contains various navigation and editing icons, including a camera, arrow, person, speaker, network, and play button, followed by a series of blue puzzle pieces with different icons and numbers (1, 1, 1, 1, 1, 1, 2). Below the toolbar, there are icons for a barn, a sequence of three colored puzzle pieces (yellow, purple, green), and a blue puzzle piece with a search icon.

The interface features a central farm scene with a red barn, a blue car, a tree, a mushroom, and a wizard. On the left, a sidebar lists objects: Tree, Mushroom, Barn, and Car. On the right, there is a wizard icon and a plus sign. A bottom toolbar contains navigation and editing icons. Below the toolbar, there is a grey car icon and three colored puzzle-piece icons (yellow, pink, green) with a hand, a person, and a microphone.