

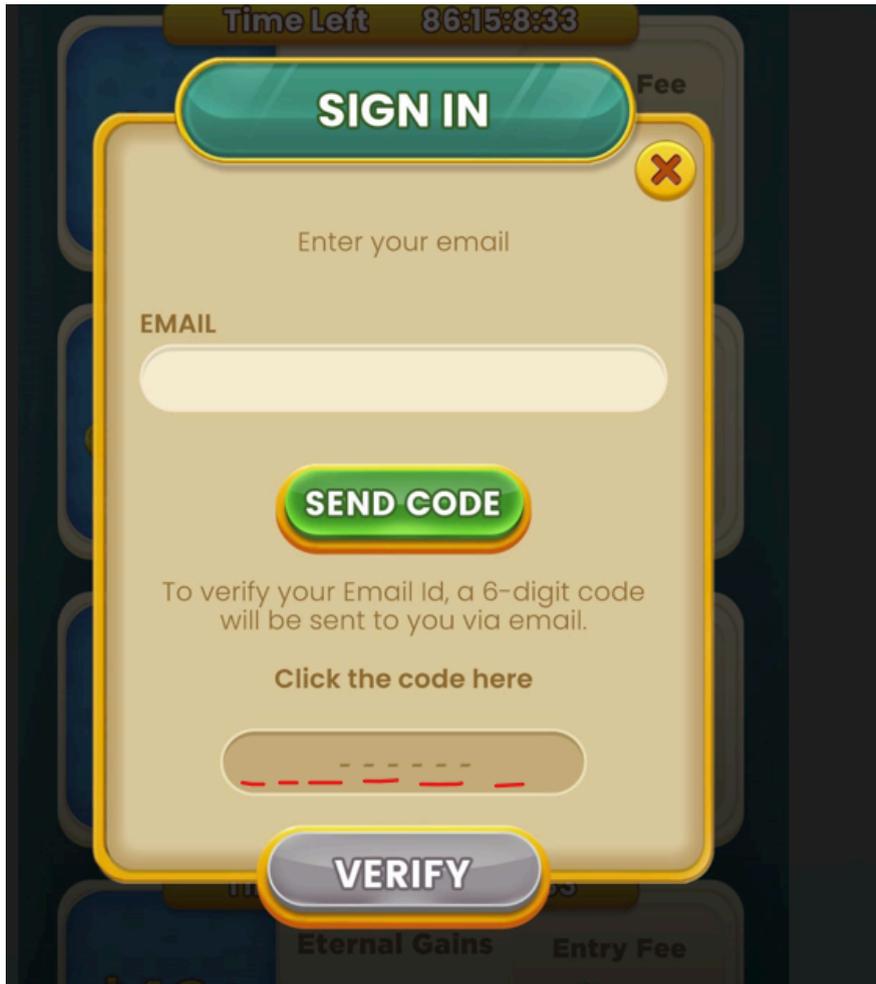
Daily Reward:

1. make the red part, with the arrow, smaller, means less wide.
2. The header should be bigger, bold and shiny.
3. the text: "tap to collect your reward should be bigger"
4. Once the user taps on the text, or on the relevant box, a reward should be taken.
5. Add small "V", () or "taken stamp to each taken reward"

Loading Bar:

1. Decrease size in another 10%
2. Check the behavior of the loading bar, please find the video attached here :
https://drive.google.com/file/d/1vSzTm74Bu1l_VZCwCGxL2S0yPW6T9KEh/view?usp=drive_link

Sign In Screen “



1. Add _____ to the code field and not - - - - -
2. When there is a message from the system , as “This email does not exist” , move the message to another place on the screen and not at the bottom.
In addition, we need to add a message to the client to sign up.

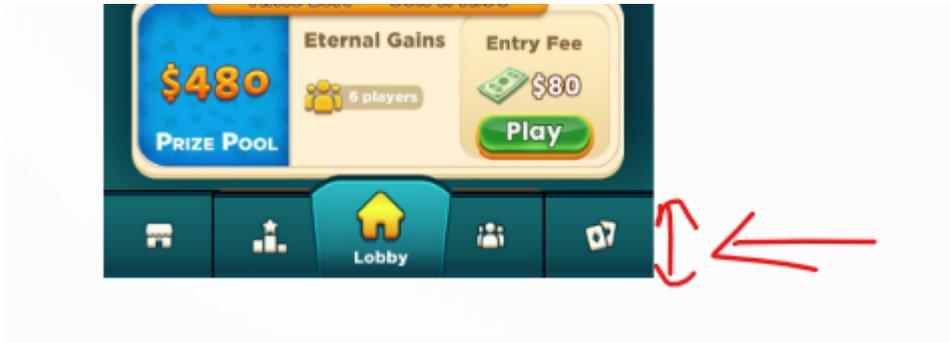
Lobby Screen: (In general, we preferred the sample will be with maximum tow digits number as 15 , 26 , 60 and not 125, 480 and ect')

1. Make the amount of the prize pool bigger
2. the middle text , of the tournament name , and the amount of players set to right and top as much as possible. all the sizes of the tournament names should be the same.
3. decrease the gaps of the “Entry fee” text and the amounts of the entry should be as described , and make it smaller by 10% , make the Play button a bit bigger
4. make the color of the “Entry Fee” text a bit lighter then the color of the tournament name
5. make the tournament boxes wider, as much as possible.



Bottom Bar Menu :

1. decrease the height of this bar by 15%
2. Once the user slide the screen to the sides, the place in the menu should get changed.



Top Bar :

Move the “ + “ Icon to the bottom.

