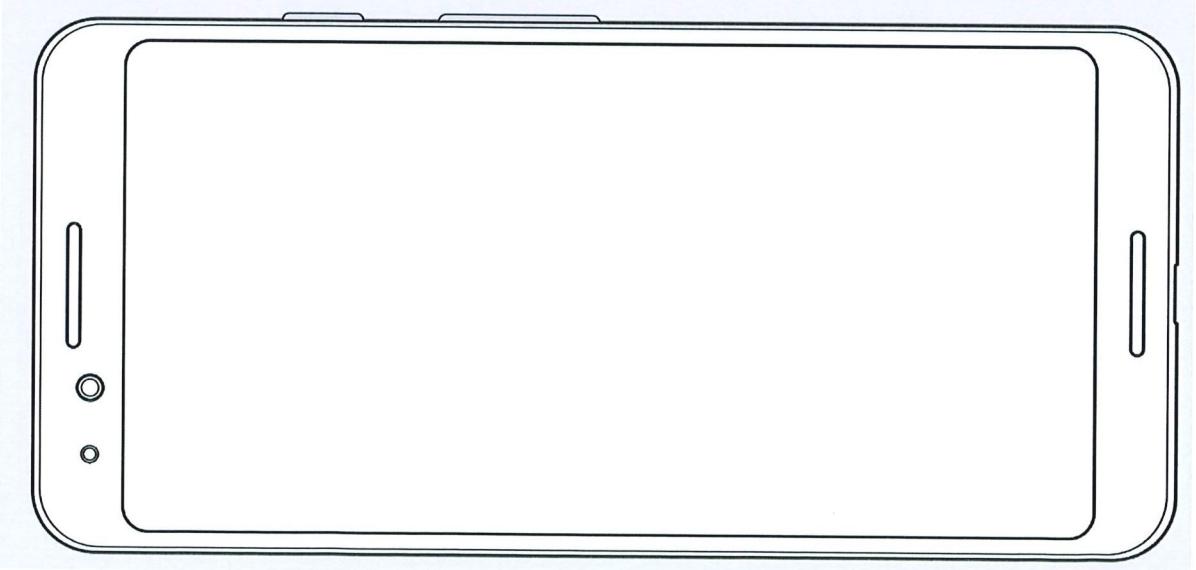
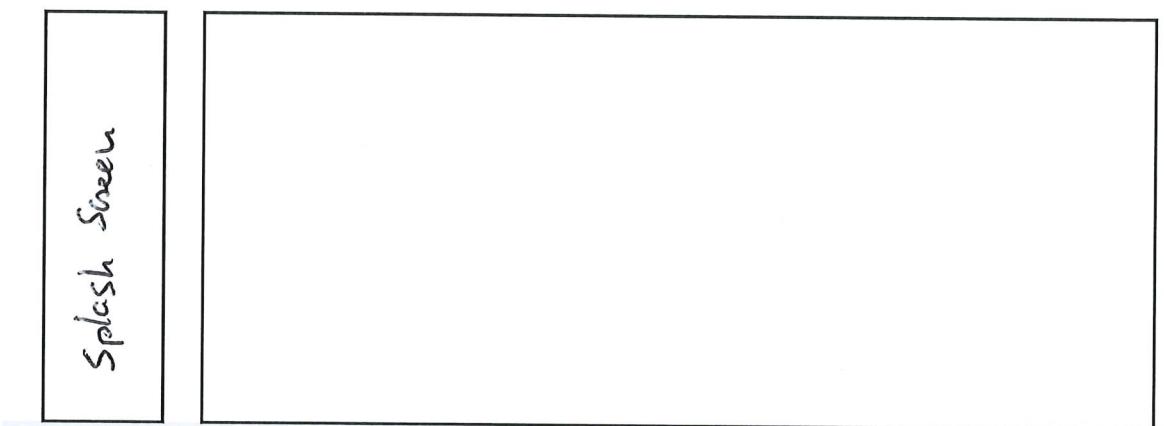
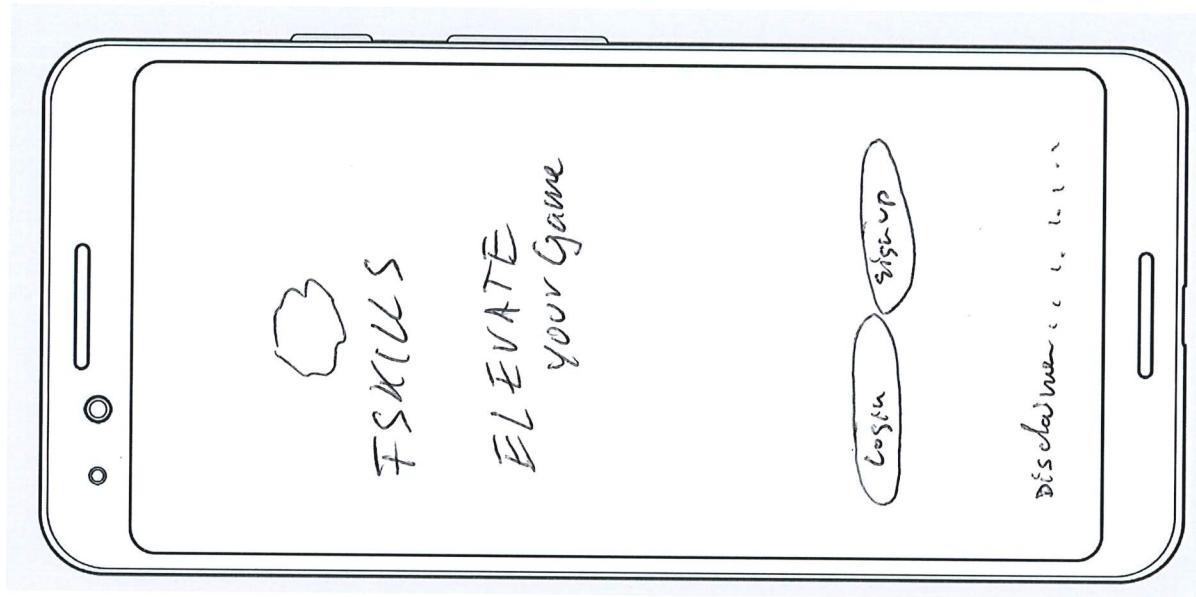
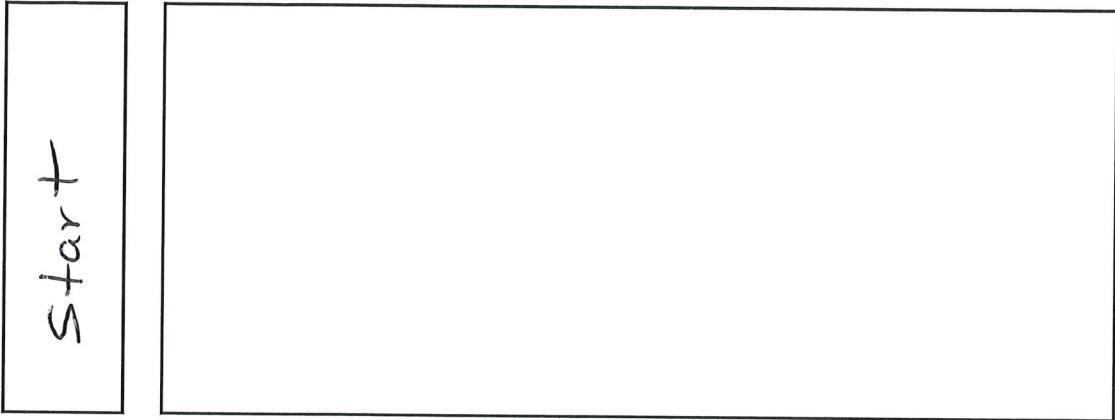


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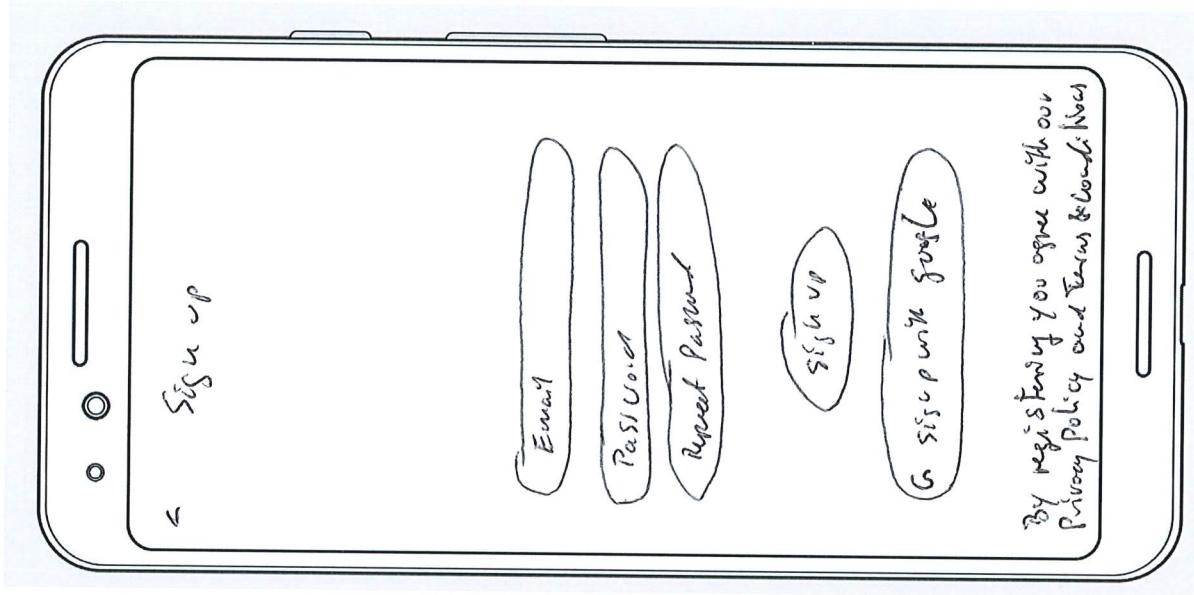


Account creation

Sign - Sign up

Sign - Sign up

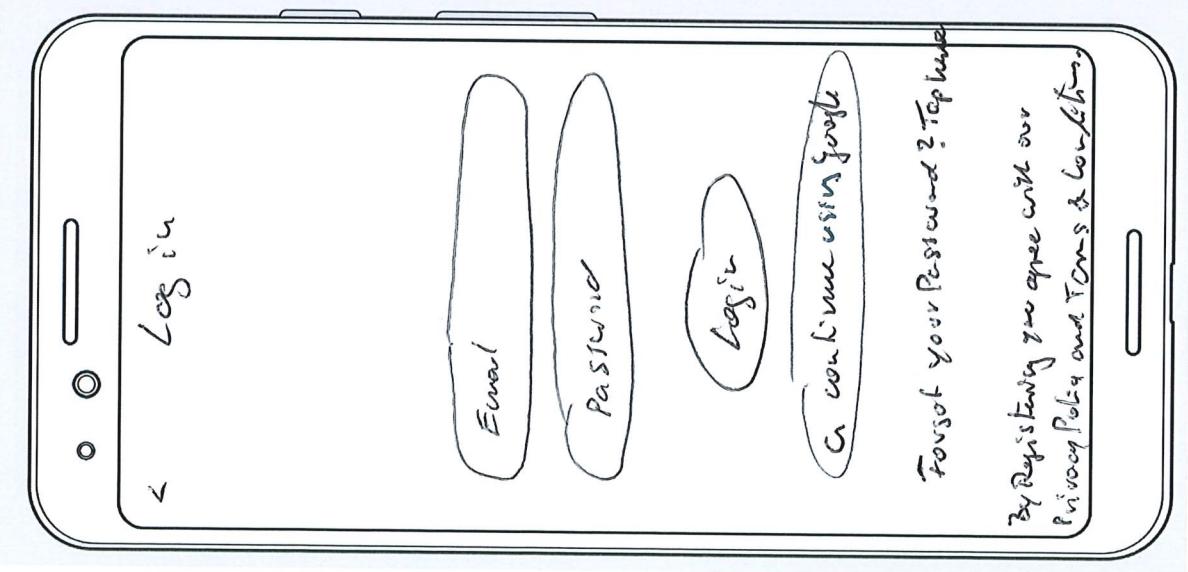
21



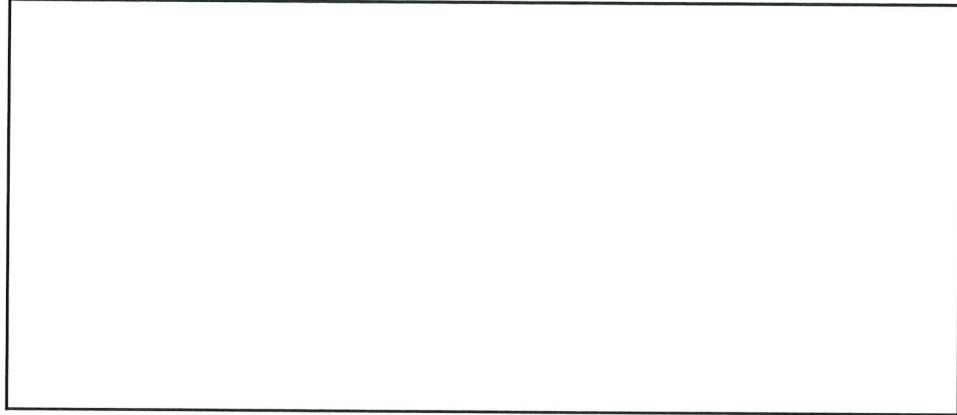
Login - login

Log in

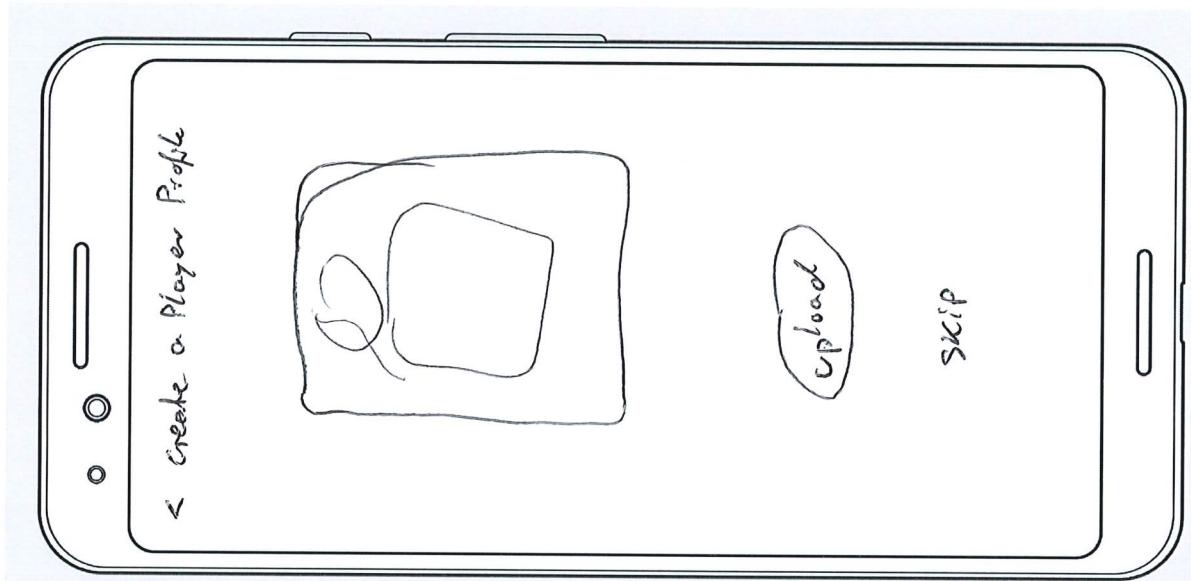
Log in



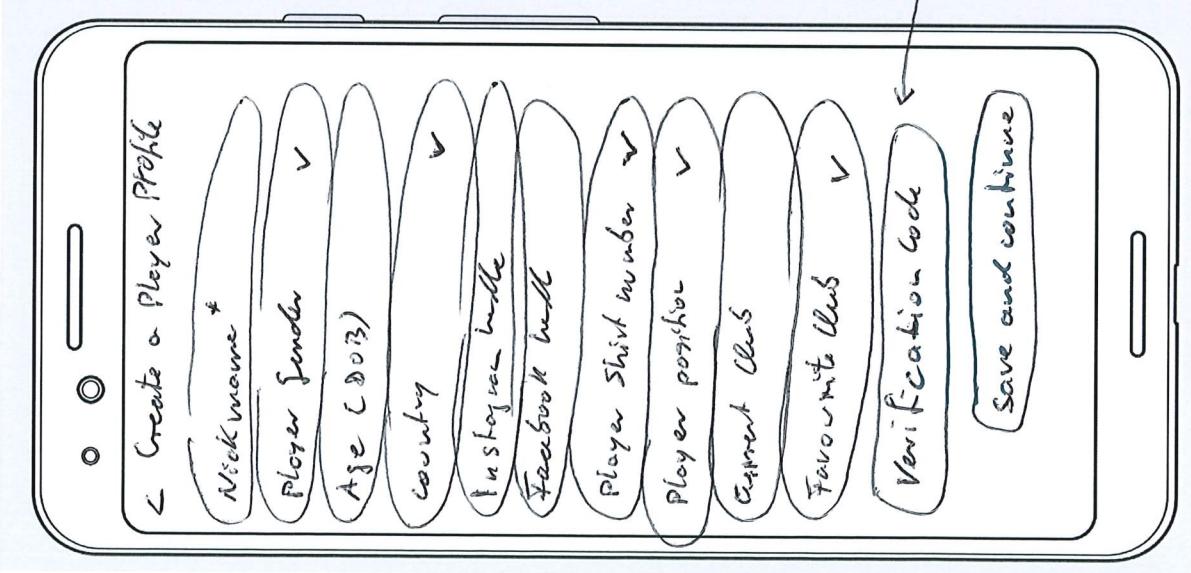
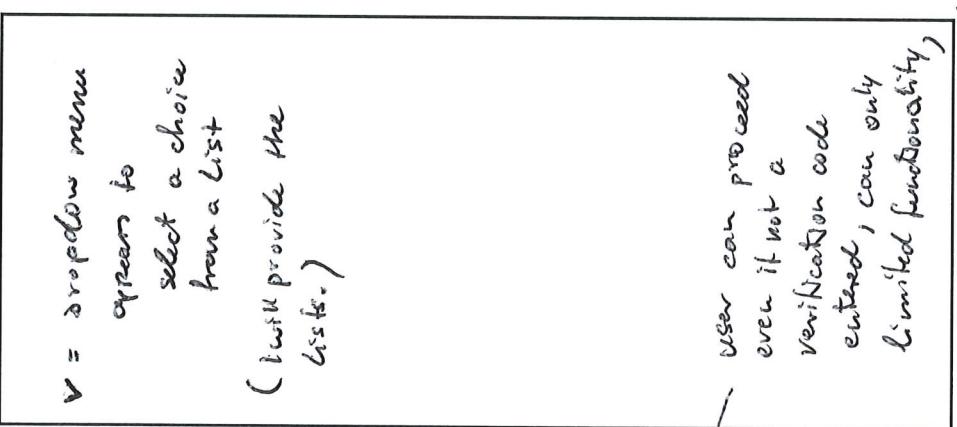
Create a Profile 2  
(Upload Profile Pic)



3/

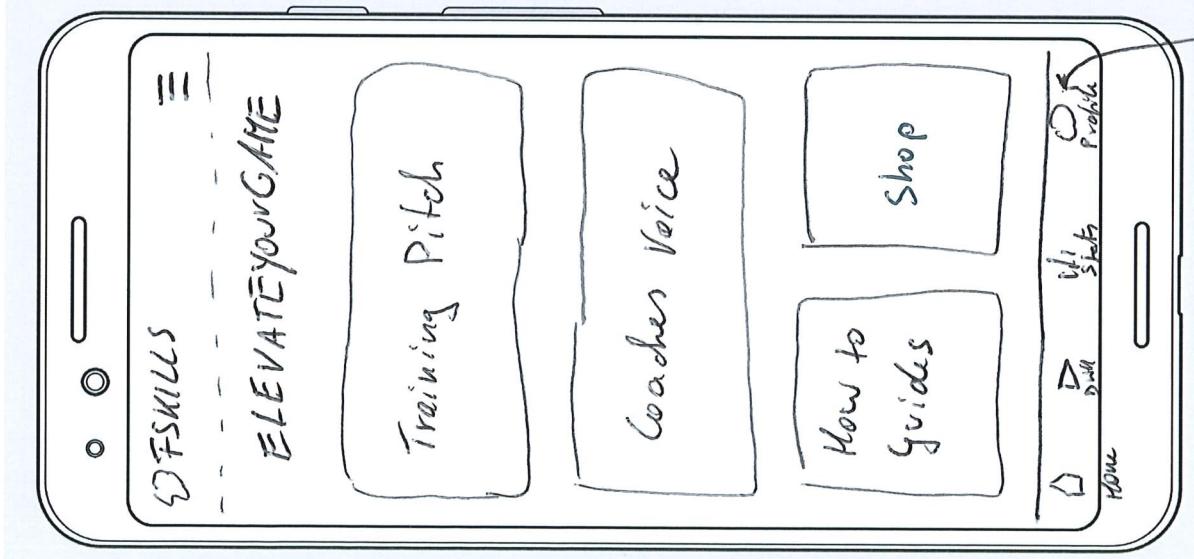
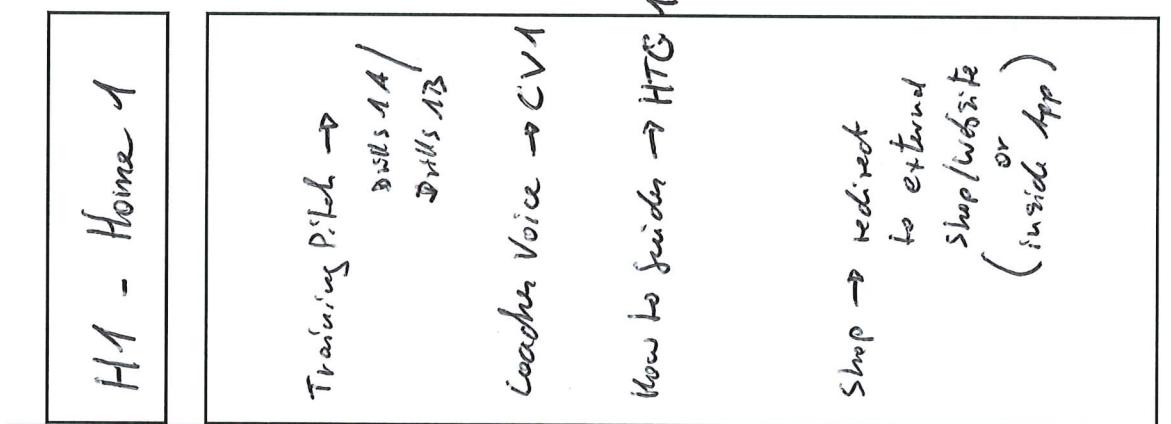


Create a Profile 1  
(Player details)



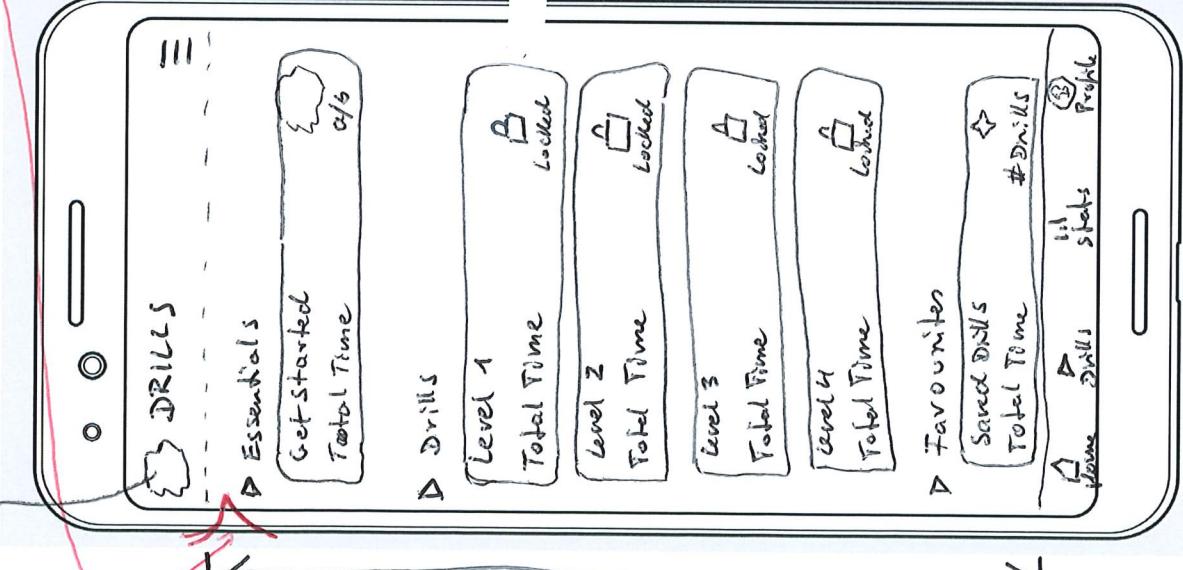
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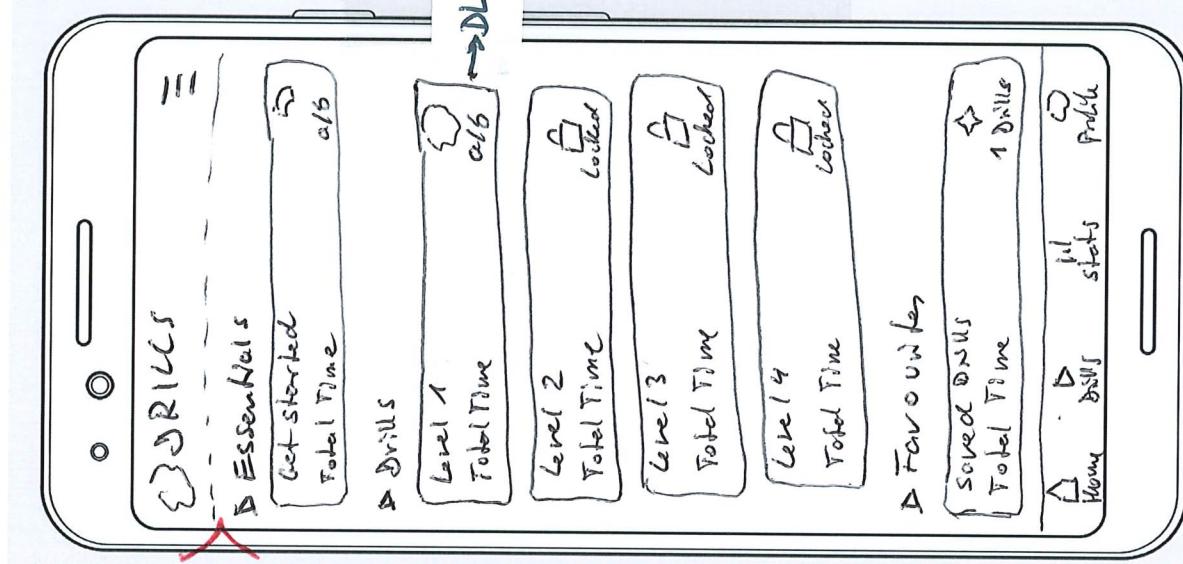
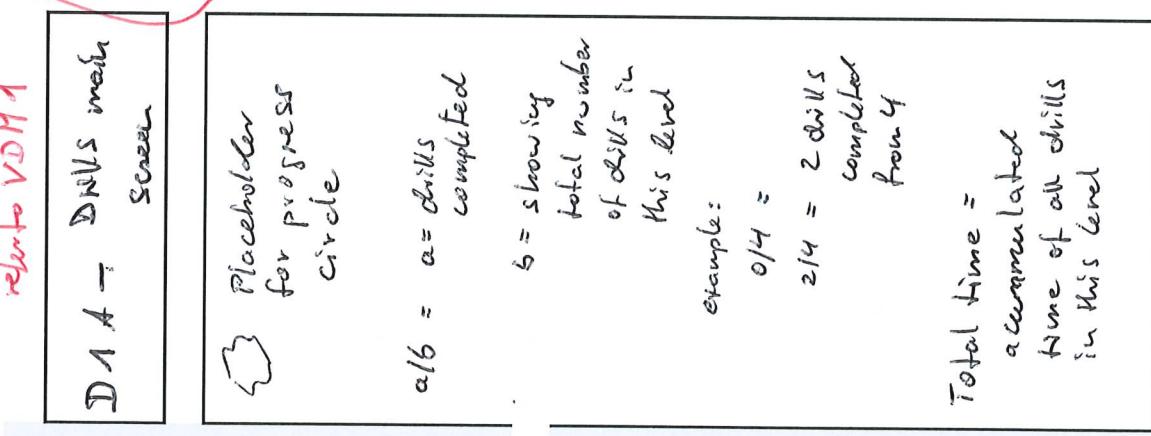
## Drills 1A

Drills were not verified  
Logo image

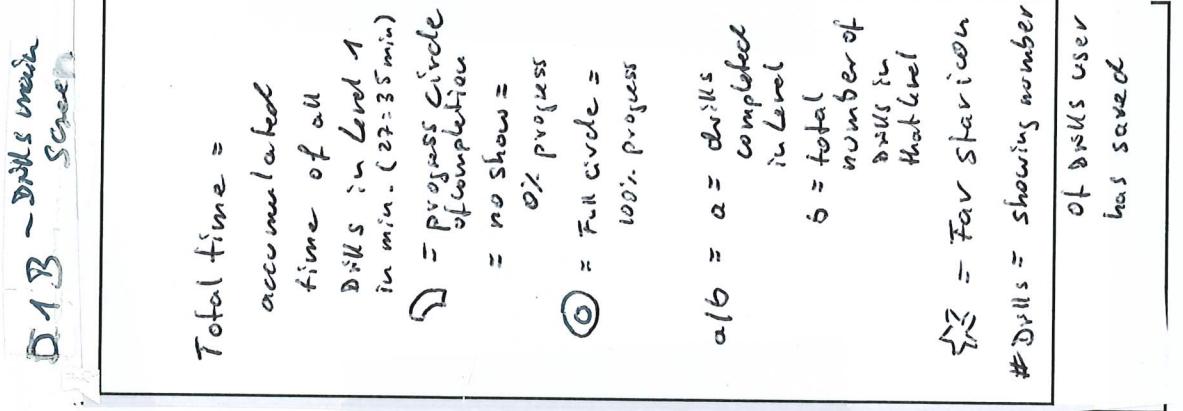


## See pages

here add the user's profile overview refer to VDH 1



a difference between v. 19/9/24  
not verified & verified is  
level 1 unlocked, etc.



In this example user did not enter App Verification code. thus levels are locked.

Get selected drill levels are always free/unlocked.

In this example user has verified the app (enter the code) but only Level 1 is unlocked. Level 2 will be unlock once all drills in level 1 is completed since 1 and so one.

5/

In this example user has verified the app (enter the code) but only Level 1 is unlocked. Level 2 will be unlock once all drills in level 1 is completed since 1 and so one.

- ▼ If App is not verified
- Get started screen (some on drill) is still unlocked.

This UI Design could be the for level 1  
Save if App is not verified.

DL 1 -  
Drill List  
Level 1

<input type="radio"/>	<input type="radio"/>
< Level 1	
Total time	9:16
<input type="checkbox"/> Drill Name Time + XP	
<input type="checkbox"/> Drill Name Time + XP	
<input type="checkbox"/> Drill Name Time + XP	
<input type="checkbox"/> Drill Name Time + XP	

This UI Design  
is the same  
for each level,  
e.g.: Level 2, Level 3  
and Level 4 is get started.  
(Drill names, times  
and XP are different)

||||| = represents  
how many  
times the  
user completed  
this drill.  
Grey placeholder  
if completed,  
pink coloured

= represents  
how many  
times the  
user completed  
5x times this  
drill.

If app is verified & level 1  
unlocked user can tap any  
drill to watch / complete.

DL 1 -  
Drill List  
Level 1

<input type="radio"/>	<input type="radio"/>
< Level 1	
Total time	9:16
<input type="checkbox"/> Drill Name Time + XP	
<input type="checkbox"/> Drill Name Time + XP	
<input type="checkbox"/> Drill Name Time + XP	
<input type="checkbox"/> Drill Name Time + XP	

DL 1 -  
Drill List  
Level 2

<input type="radio"/>	<input type="radio"/>
< Level 2	
Total Time	locked
Drill Name	<input type="checkbox"/> Time + XP
Drill Name	<input type="checkbox"/> Time + XP
Drill Name	<input type="checkbox"/> Time + XP
Drill Name	<input type="checkbox"/> Time + XP

This UI Design  
is the same  
for each level,  
e.g.: Level 2, Level 3  
and Level 4 is get started.  
(Drill names, times  
and XP are different)

||||| = represents  
how many  
times the  
user completed  
this drill.  
Grey placeholder  
if completed,  
pink coloured

= represents  
how many  
times the  
user completed  
5x times this  
drill.

Six placeholder → Bronze if completed 5x times, and will go back 6/  
L Bronze 2  
L Silver 2  
L Gold 2

DL 1 -  
Drill List  
Level 2

<input type="radio"/>	<input type="radio"/>
< Level 2	
Total Time	locked
Drill Name	<input type="checkbox"/> Time + XP
Drill Name	<input type="checkbox"/> Time + XP
Drill Name	<input type="checkbox"/> Time + XP
Drill Name	<input type="checkbox"/> Time + XP

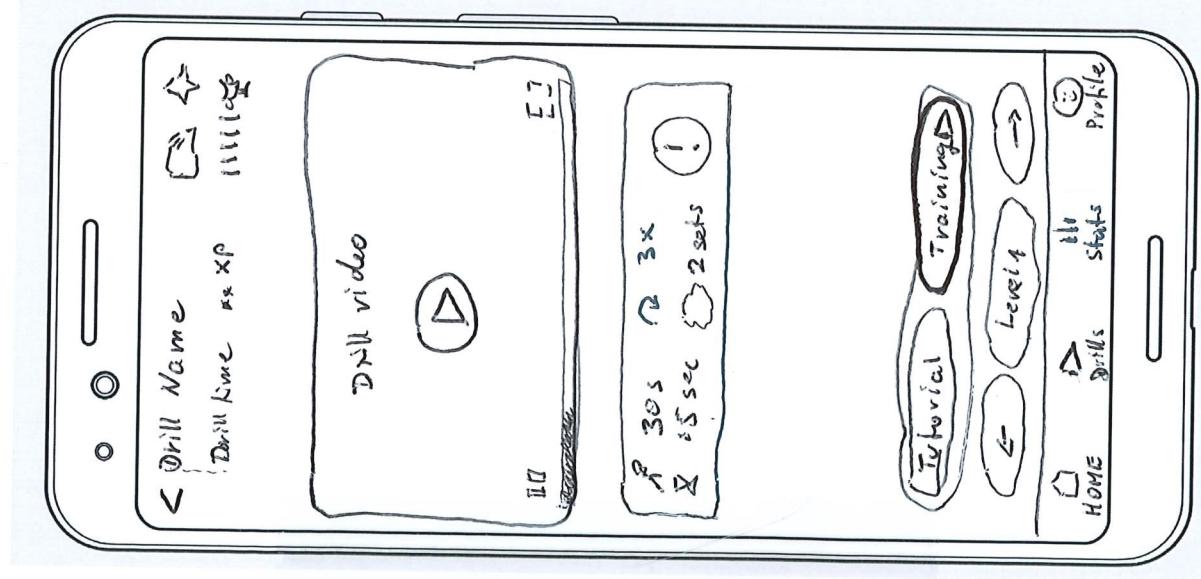
This UI Design  
is the same  
for each level,  
e.g.: Level 2, Level 3  
and Level 4 is get started.  
(Drill names, times  
and XP are different)

||| = represents  
how many  
times the  
user completed  
this drill.  
Grey placeholder  
if completed,  
pink coloured

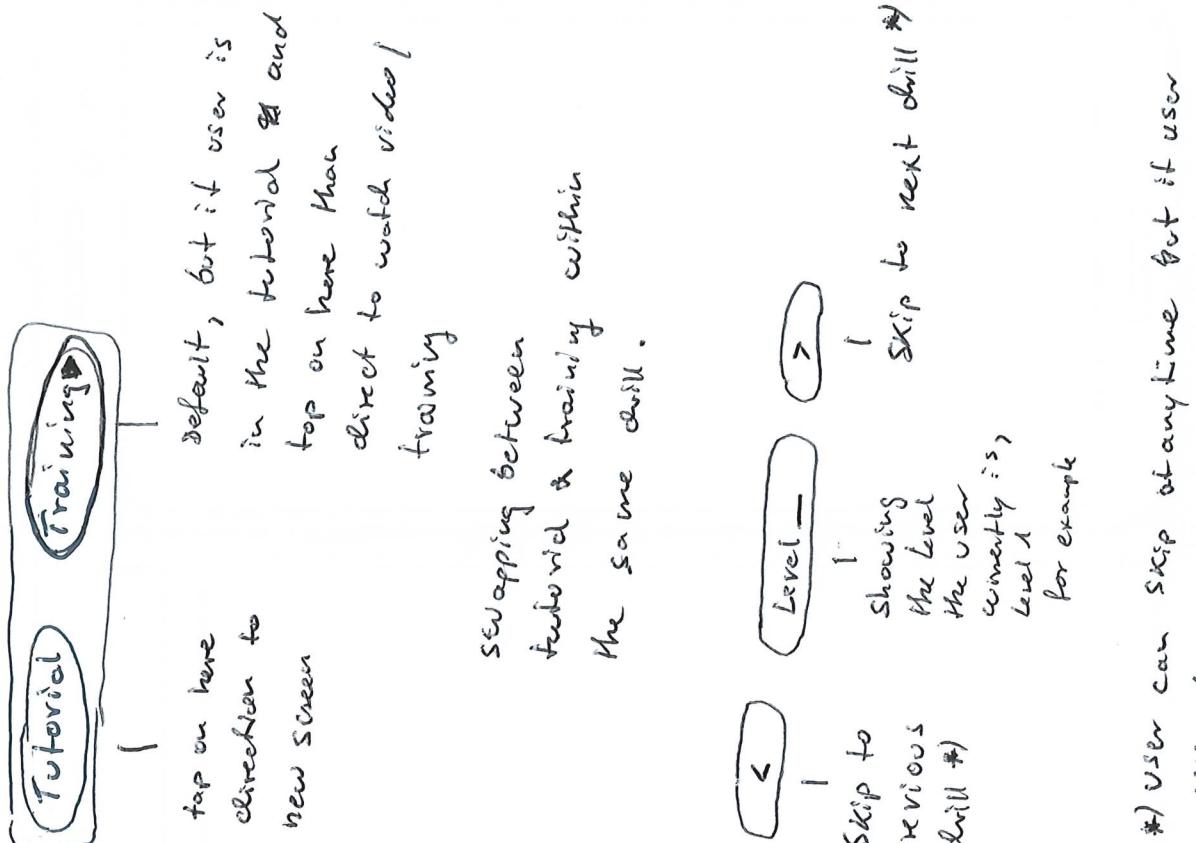
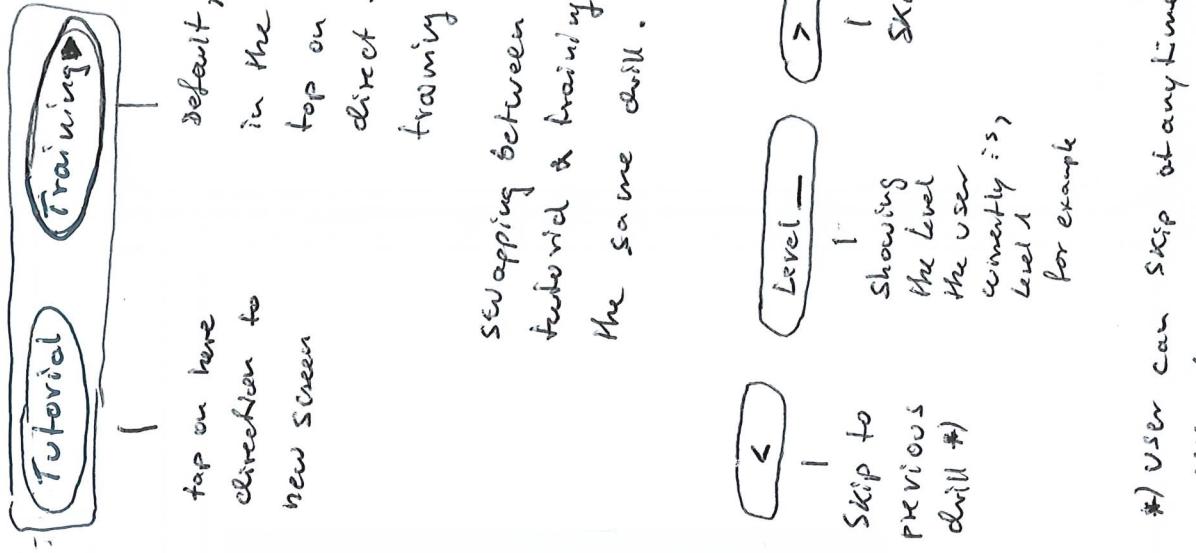
= represents  
how many  
times the  
user completed  
5x times this  
drill.

Six placeholder → Bronze if completed 5x times, and will go back 6/  
L Bronze 2  
L Silver 2  
L Gold 2

Video = no tassling or forwarding



Watch Drills	
CUD 1 - Training	
	Drill name = show name of selected drill
	Drill video = Back to previous screen, i.e. Level XY screen
	= casting to cast or chrome Cast the video
	= make Favourite or save to Favourite this Drill
	Drill time = specific time of this drill in min, i.e. 2:15 min
	XP = showing points this drill user can earn when completed i.e. + 25 XP



definit, but if user is in the tutorial & and tap on here then direct to watch video / training

swapping between tutorial & training within the same drill.

Level — >

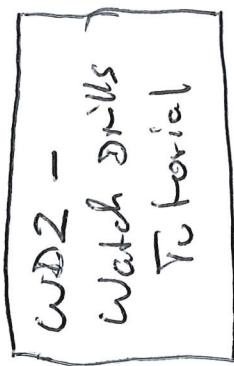
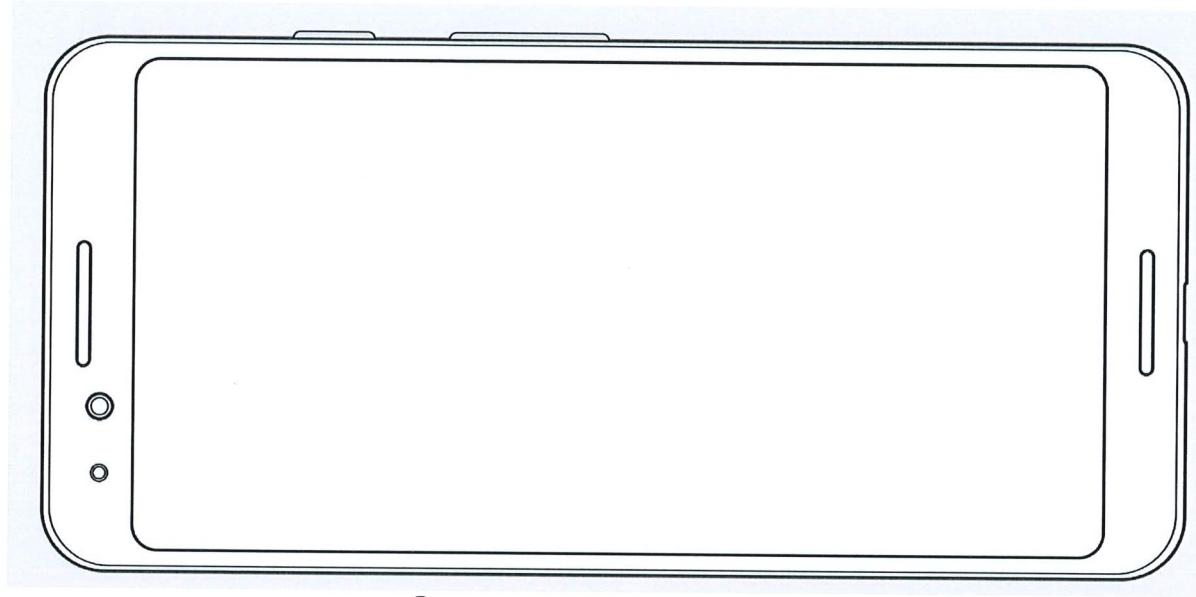
< Skip to previous drill \*

! Showing the level the user currently is, level 1 for example

\* User can skip at any time but if user skip during video watching before complete all & before completion token achievement no points (XP) to be earned.

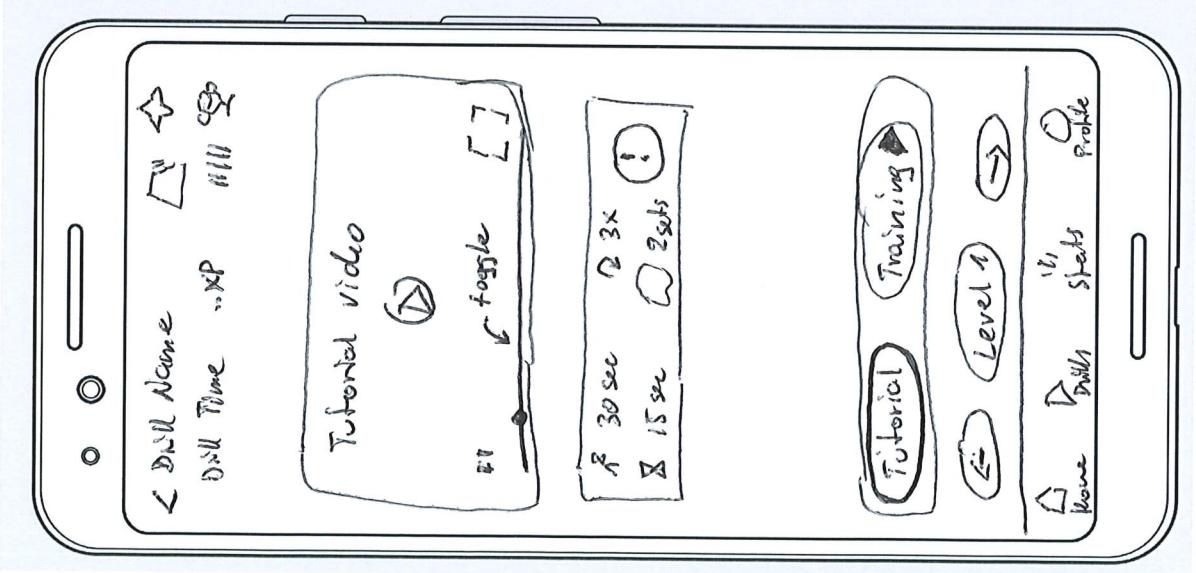
Progress Bar of Video time

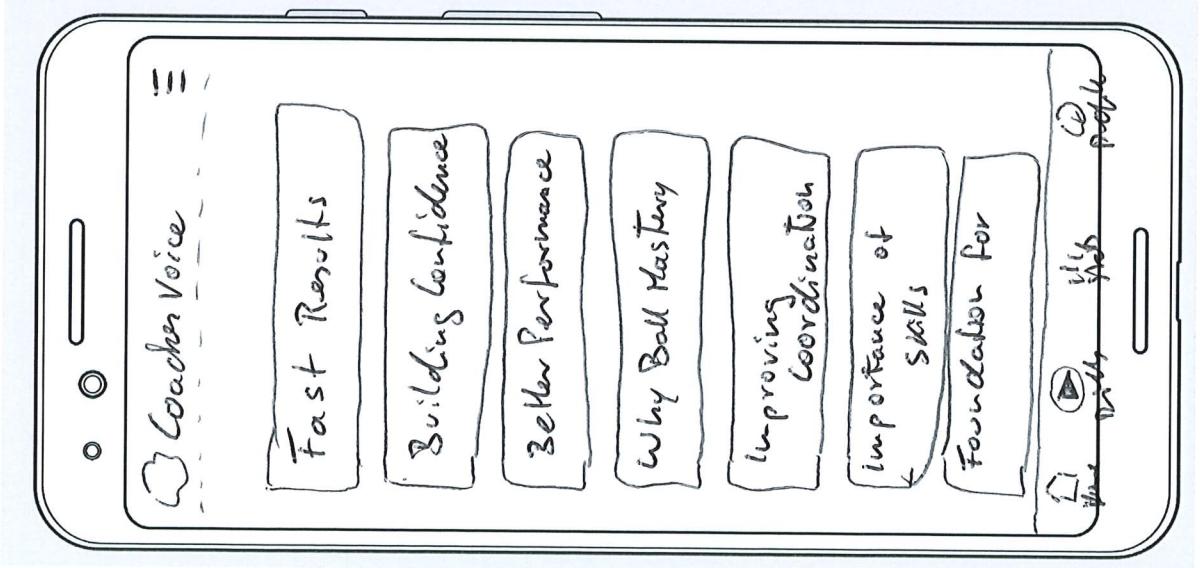
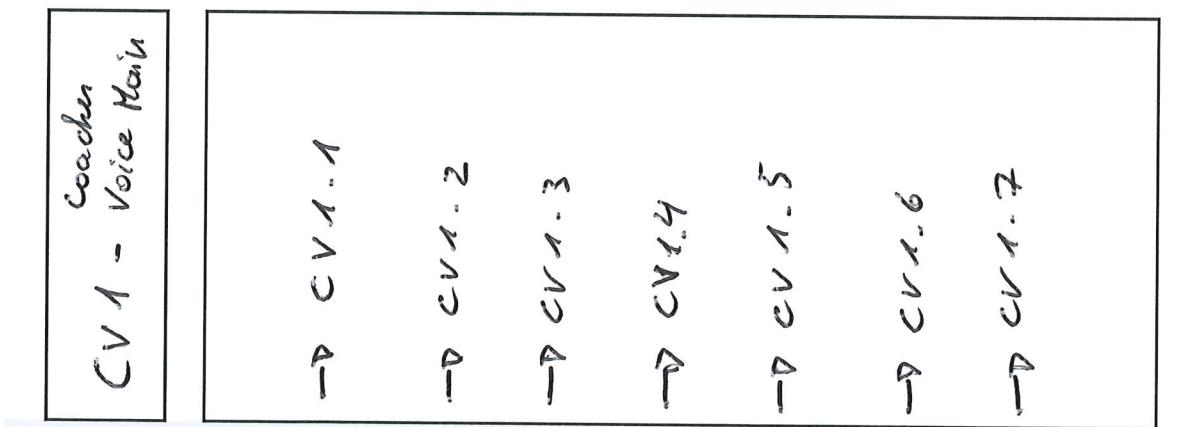
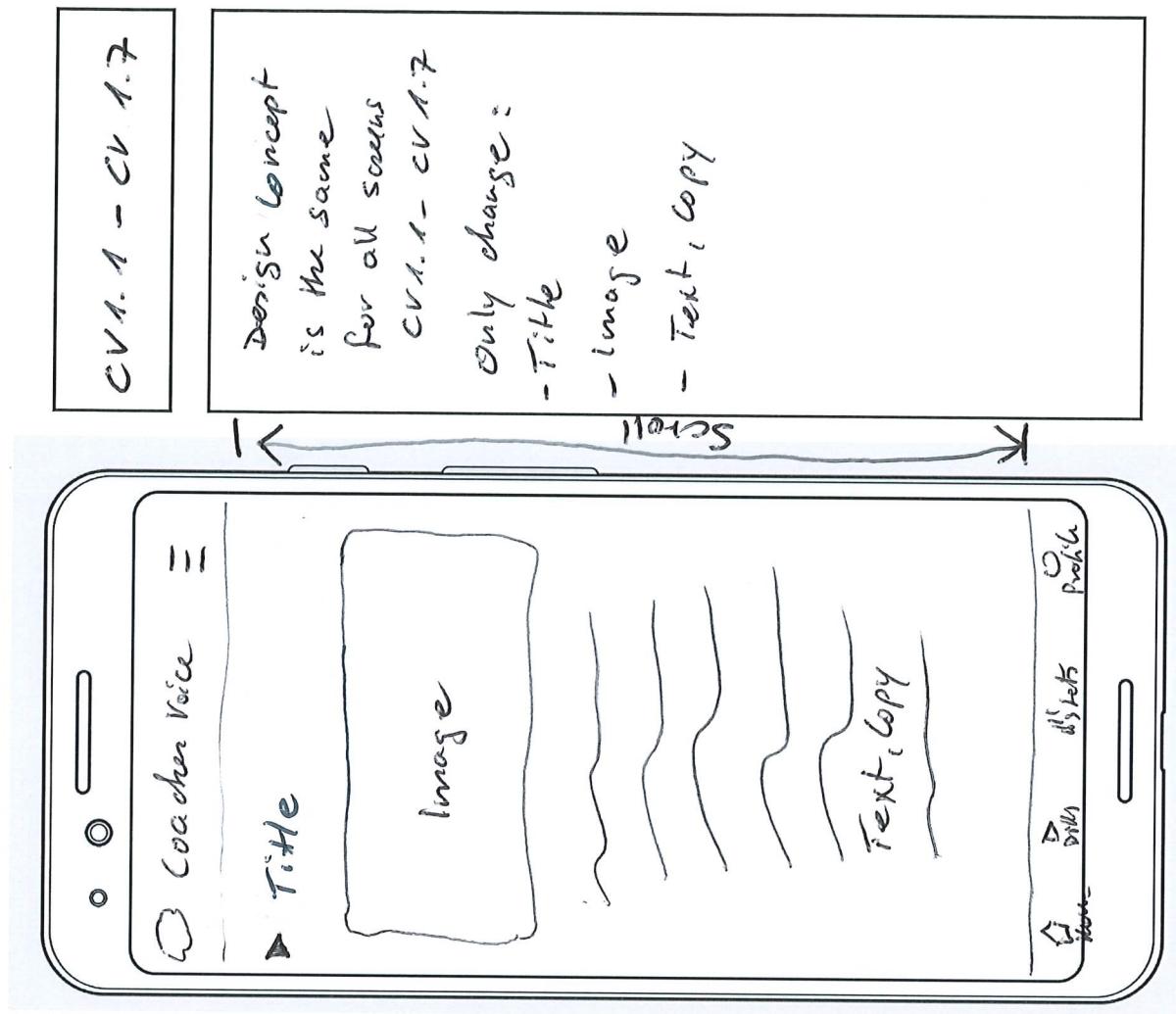
7/

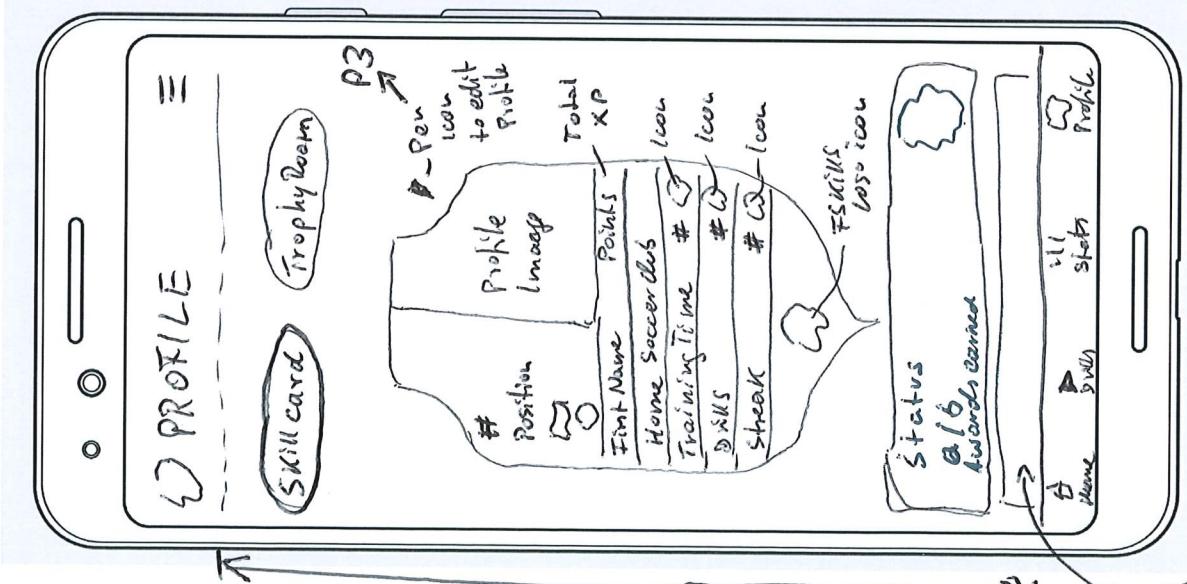
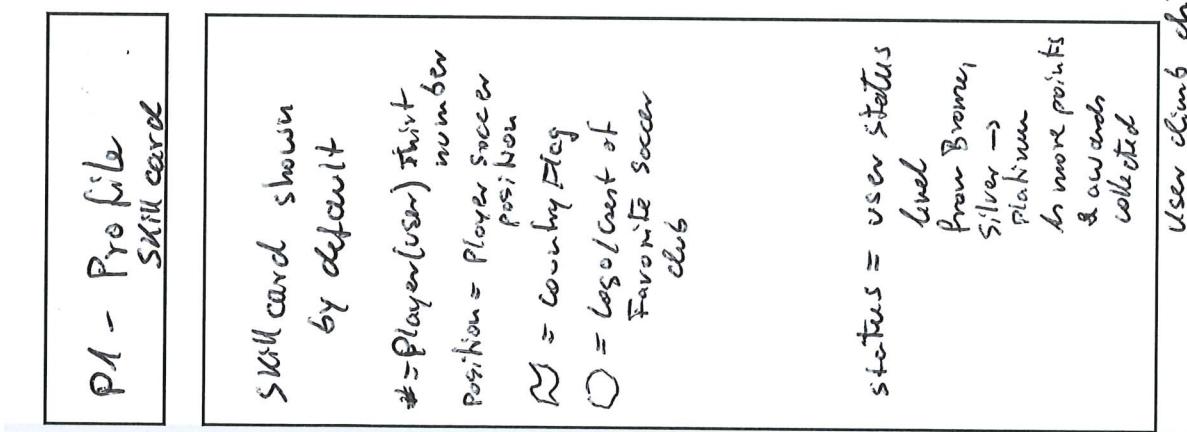
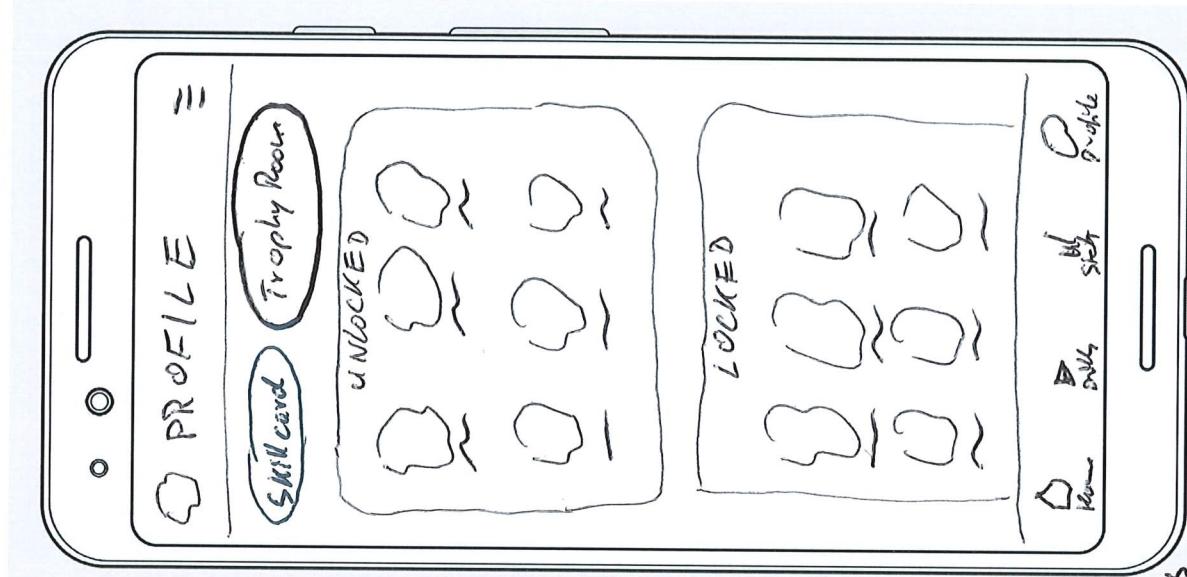
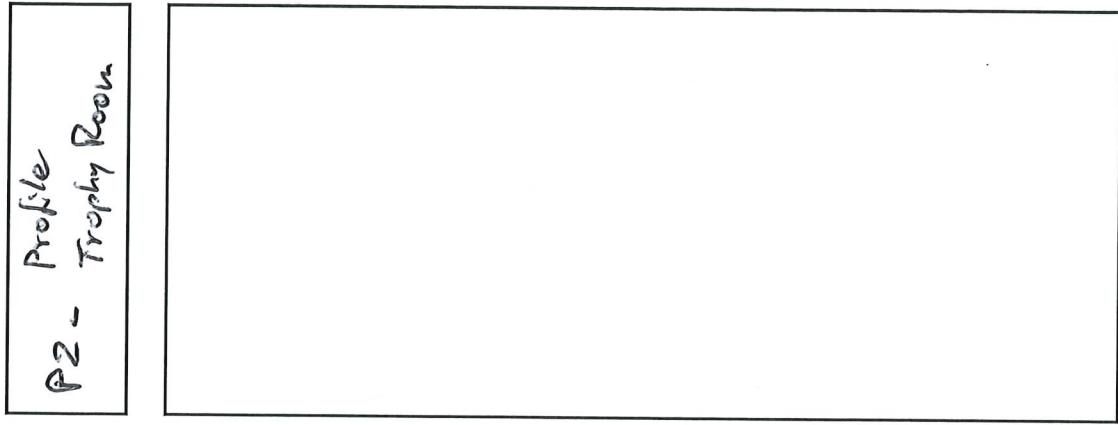


UI Design of  
this screen  
is the same as WD1,  
the only difference  
is the video that  
will be shown.

This video can  
have a button to  
forward/back the  
video

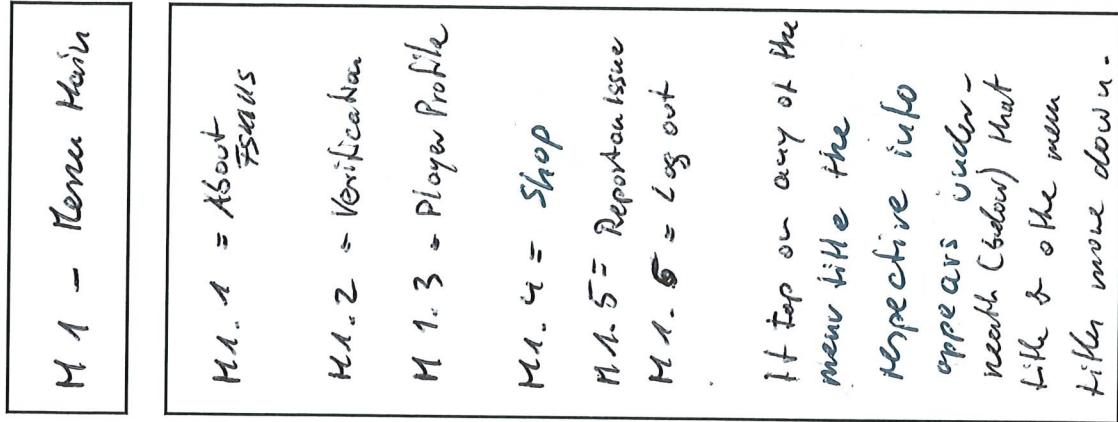






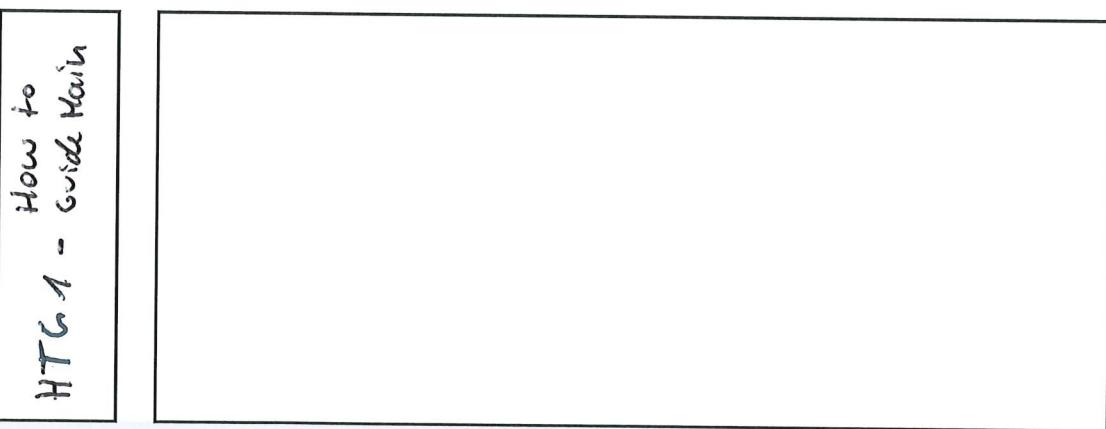
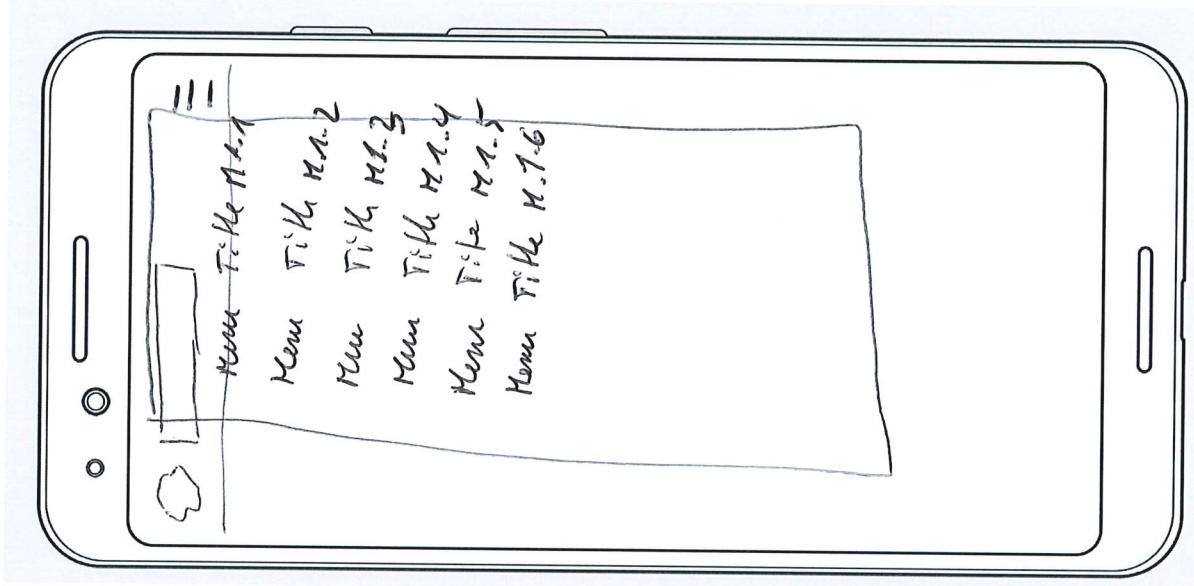
- 10/
- XP (points) collected in the current week
  - previous week before
  - XP (points) collected in the current month
  - previous month

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Shop will redirect to  
online store

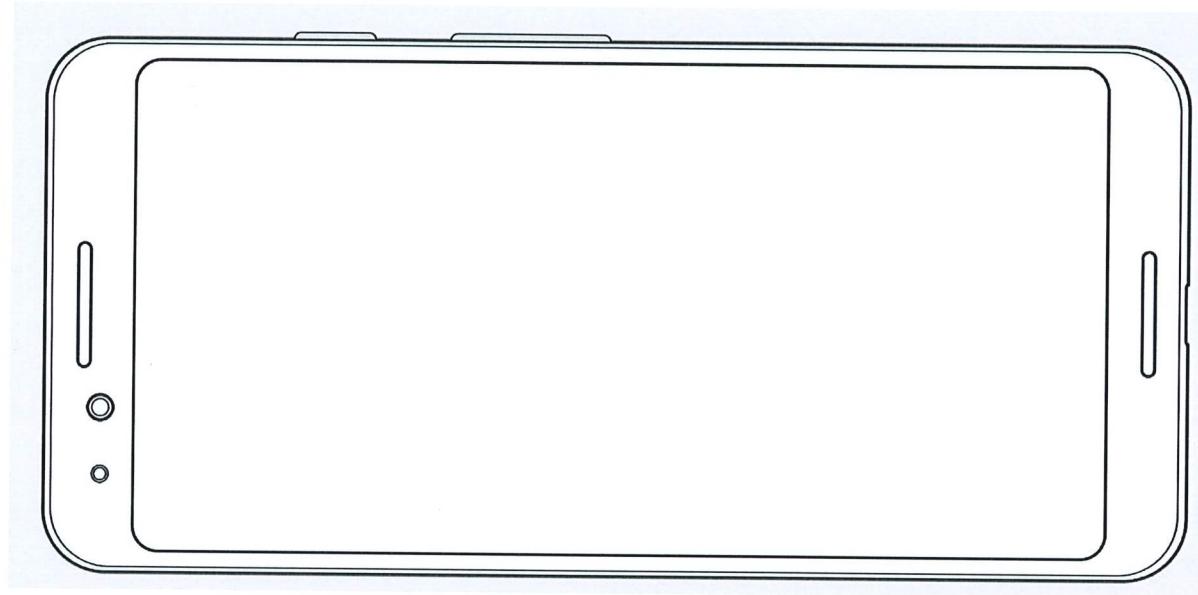
11/



back to profile main screen

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12/



### P3 - Edit Player Profile

Tap on image to upload or change image

**Bold** / **Font** This data was entered by user during sign-up / player profile creation

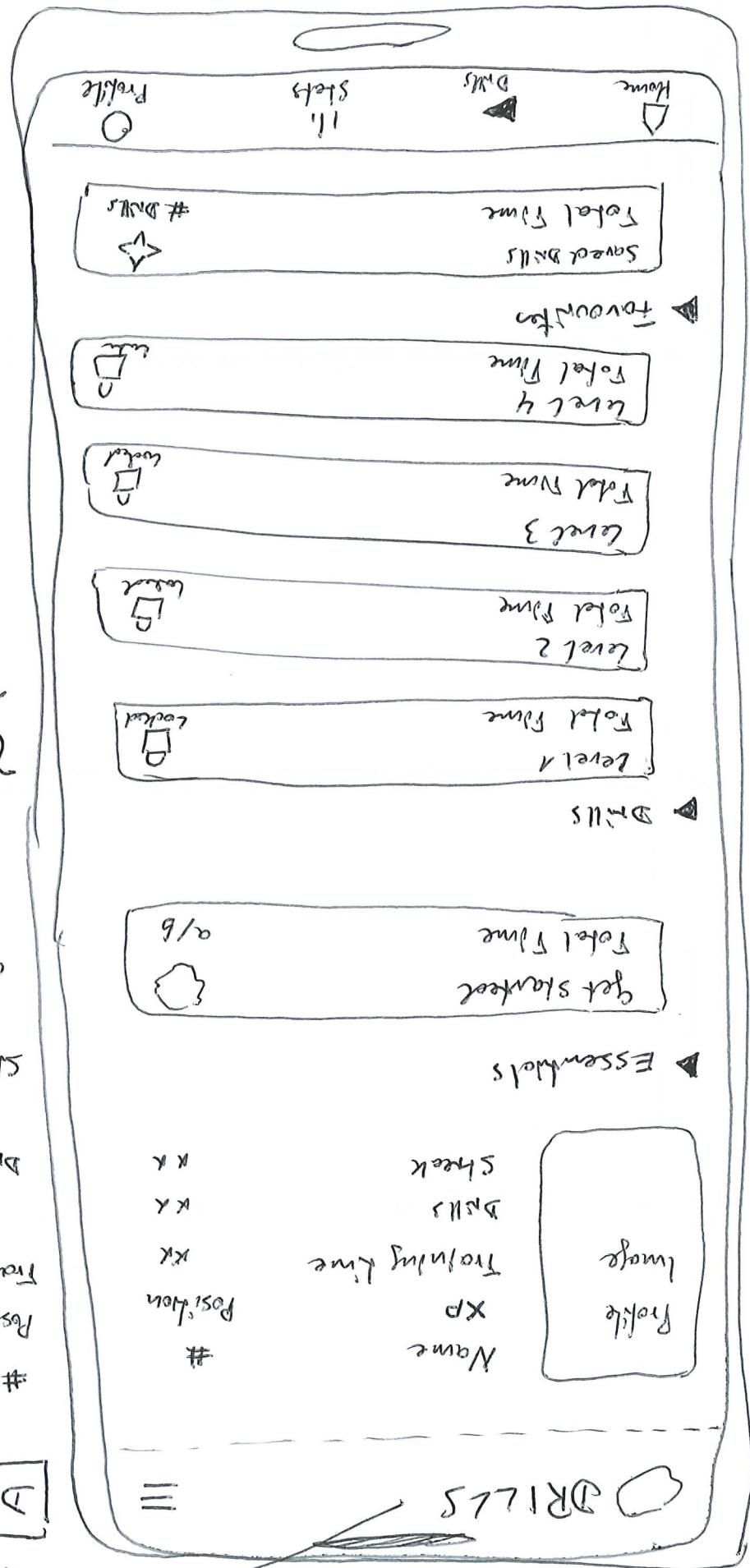
Tap on it to edit data.



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if app went back, this would lose file  
set selected file  
  
DBS = number of files  
a/b = number of folder  
= project circle  
= placeholder for  
of sheet down  
Sheet = total number  
DBS = total number  
DBS = number of lines  
accusation  
Reshow = Player feedback page  
# = number player

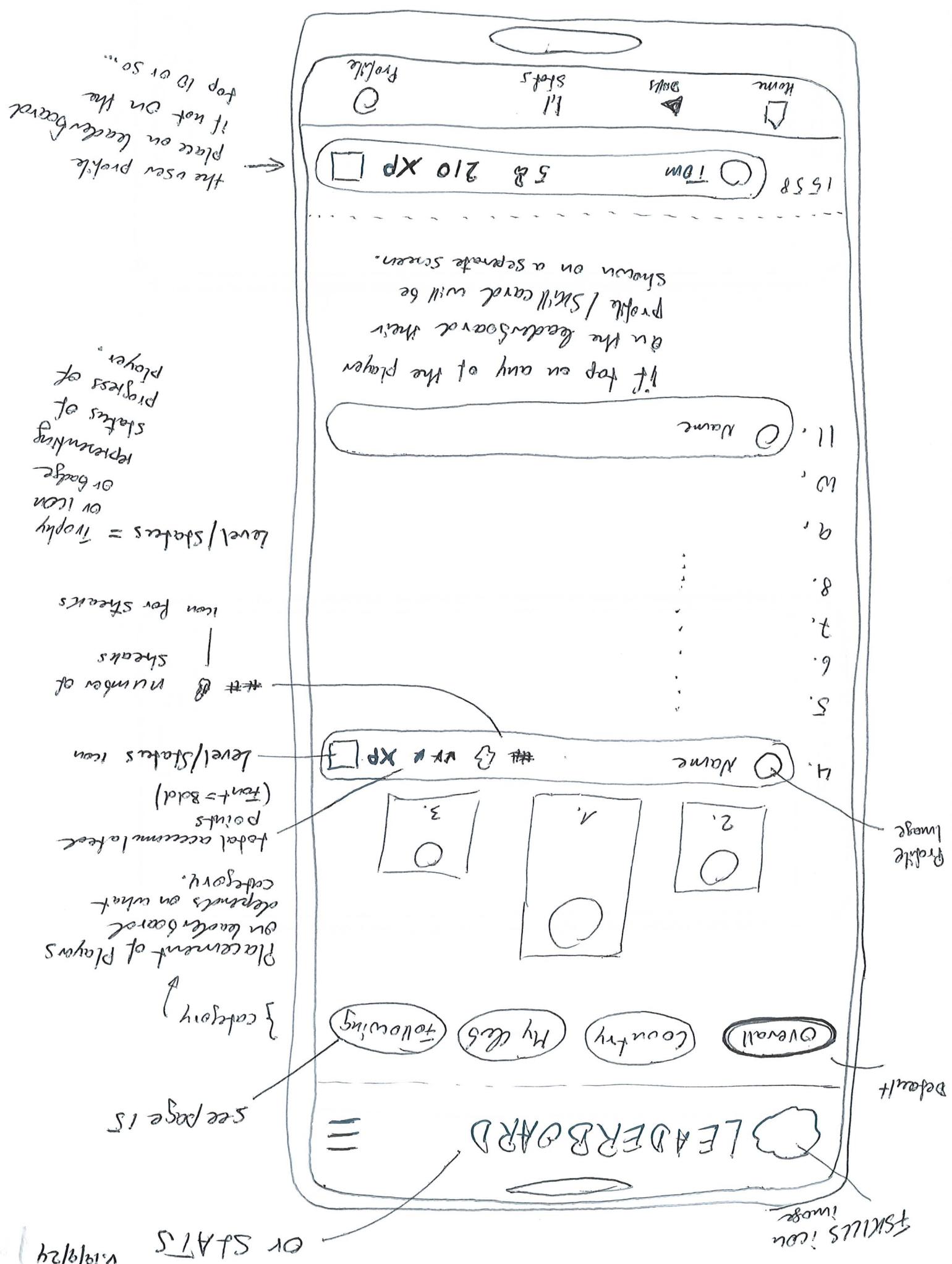
DBS 14, !



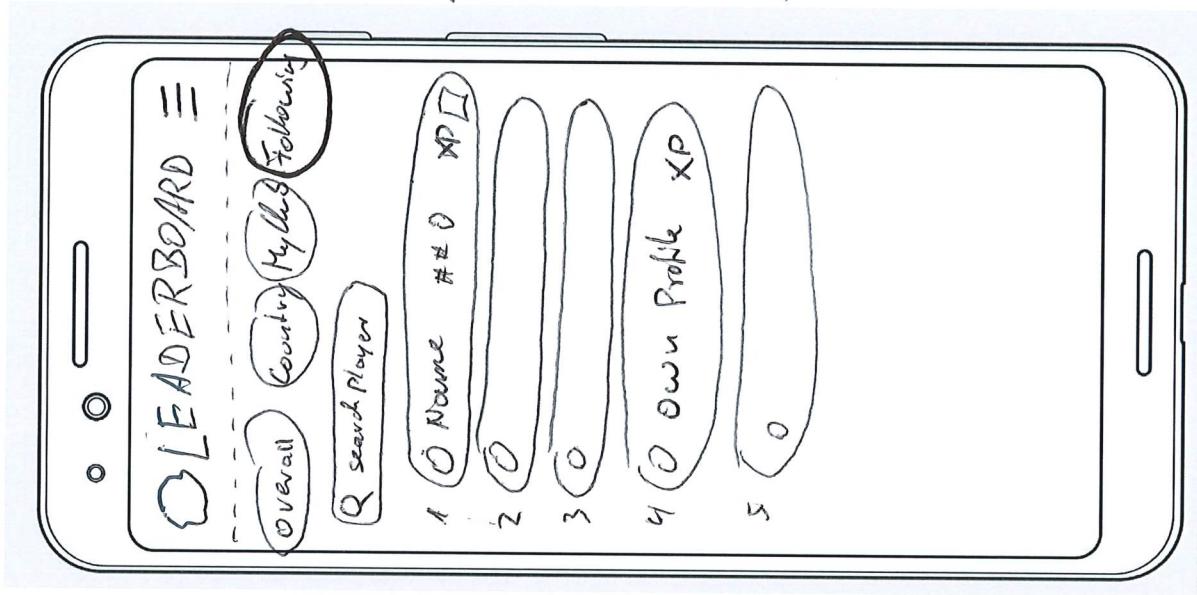
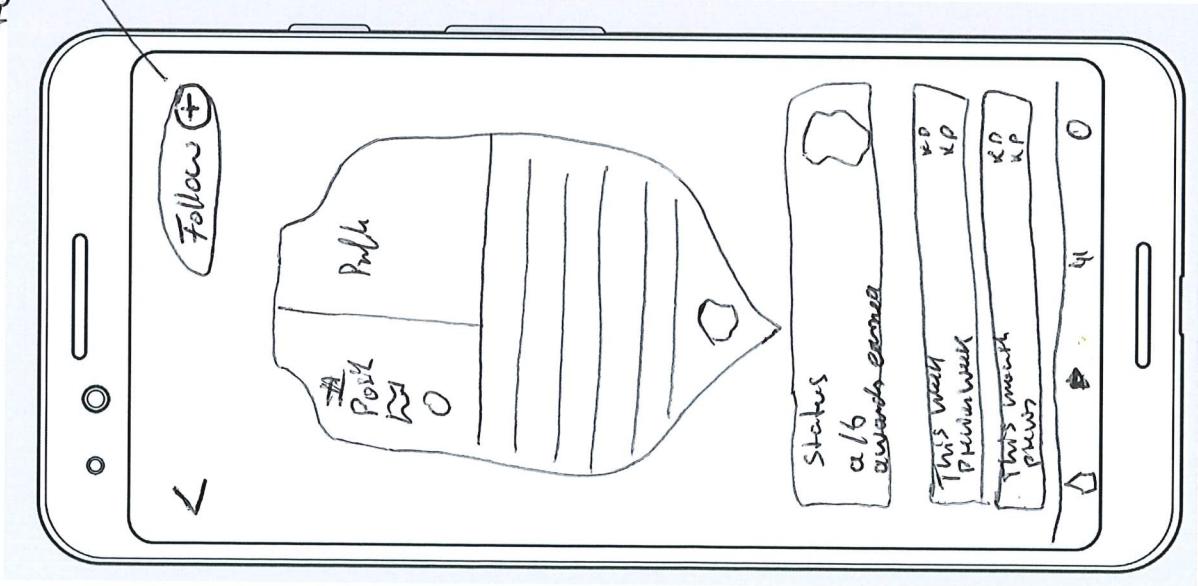
or Training File

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changed if following a profile  
to → Following (1)



} all profiles user  
is following listed  
here, including  
own profile  
where it is listed  
in relation to each  
other.