Pelican Syndicate To Do- In order of NEED. Please break down cost for each Requirement.
The game is built in Android studio.

Requirement 1

Errors from the Google Play Console- fix these errors. Logcats are available.

Crash- Error 1
Stack trace: java.lang.OutOfMemoryError

FATAL EXCEPTION: Thread-1042
java.lang.OutOfMemoryError
        at android.graphics.Bitmap.nativeCreate(Native Method)
        at android.graphics.Bitmap.createBitmap(Bitmap.java:726)
        at android.graphics.Bitmap.createBitmap(Bitmap.java:703)
        at android.graphics.Bitmap.createBitmap(Bitmap.java:670)
        at android.app.UiAutomation.takeScreenshot(UiAutomation.java:611)
        at androidx.test.tools.crawler.platform.common.Utils.takeScreenshot(Utils.java:8)
        at
androidx.test.tools.crawler.platform.RemotePlatform.handleTakeScreenshot(RemotePlatform.java:2)
        at androidx.test.tools.crawler.platform.RemotePlatform.messageLoop(RemotePlatform.java:22)
        at
androidx.test.tools.crawler.platform.RemotePlatform.lambda$startCrawlAndWaitUntilFinished0Rem
otePlatform(RemotePlatform.java)
        at androidx.test.tools.crawler.platform.RemotePlatform$$Lambda$0.run(Unknown Source)
        at java.lang.Thread.run(Thread.java:841)

Device

Model name
Galaxy S3
Manufacturer
Samsung
Android version (SDK)
Android 4.3 (SDK 18)
Locale
en_CA
Screen size
720 x 1280
Screen density (DPI)
320
RAM (total memory)
1,024 MB
OpenGL ES version
2.0
ABI
ARM_V7
CPU
Samsung Exynos 4412

Crash- Error 2
Stack trace: java.lang.NoClassDefFoundError: aewt

FATAL EXCEPTION: Firebase-Messaging-Intent-Handle
Process: com.google.android.youtube, PID: 27797
java.lang.NoClassDefFoundError: aewt
        at aewu.b(PG:1)
        at duc.a(PG:230)
        at duc.get(PG:247)
        at aevw.b(PG:1)
        at dud.al(PG:5)
        at dud.aw(PG:4)
        at dud.bg(PG:8)
        at duc.a(PG:232)
        at duc.get(PG:247)
        at afke.a(PG:1)
        at aeri.b(PG:1)
        at dud.fv(PG:4)
        at duc.c(PG:269)
        at duc.get(PG:247)
        at amfk.a(PG:1)
        at eiu.K(PG:5)
        at dud.fV(PG:7)
        at duc.d(PG:334)
        at duc.get(PG:247)
        at
com.google.android.apps.youtube.app.common.notification.FcmMessageListenerService.b(PG:1)
        at com.google.firebase.messaging.FirebaseMessagingService.g(PG:53)
        at avgp.run(Unknown Source)
        at java.util.concurrent.ThreadPoolExecutor.runWorker(ThreadPoolExecutor.java:1112)
        at java.util.concurrent.ThreadPoolExecutor$Worker.run(ThreadPoolExecutor.java:587)
        at usj.run(PG:2)
        at java.lang.Thread.run(Thread.java:831)

Device specifications
Model name
P8 青春版
Manufacturer
Huawei
Android version (SDK)
Android 5.0 (SDK 21)
Locale
en_US
Screen size
720 x 1280
Screen density (DPI)
320

Requirement 2

The game has again stopped syncing scores and user data with the website. I believe this is simply a password issue that occurs when I remove a web dev access. Show me how to stop this from happening and how tho fix it.

Requirement 3

Keep game alive or save data for reload (save activity state?) in the event of back button shut down. Currently the in-play game is lost.
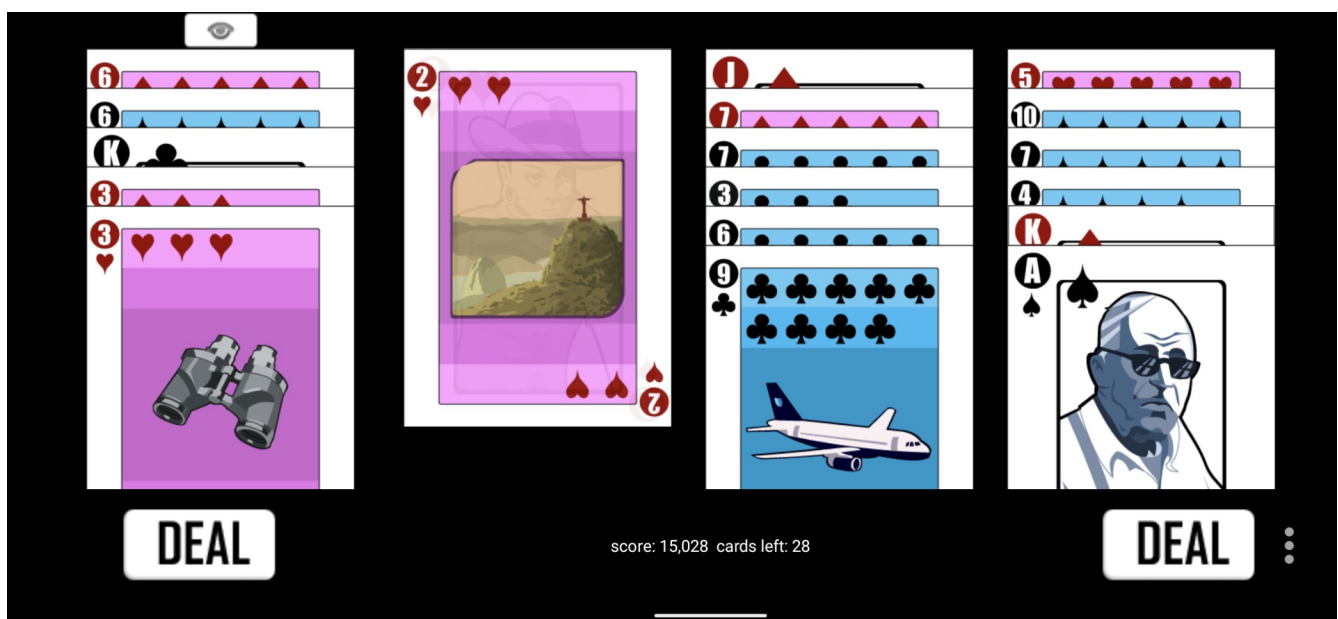

Requirement 4

Fix: When the user data (name, password, email address) is input after a game win the score does not register and the game crashes.

Requirement 5

Add advertising through Google AdMob. One full screen landscape interstitial flash after tapping "New Game" button with adjustable display time. This advertising should be removed after purchase of the app on the Play store.

Requirement 6

Make the score, menu and deal bar translucent, as it hides cards. The score, menu and deal buttons should remain visible.
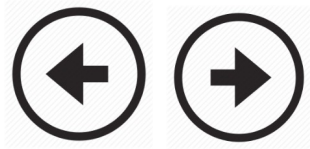
Requirement 7

Flash the "DEAL" button when tutorial is dealing.

Requirement 8

Replace tutorial touch navigation with fwd rev arrows.

Requirement 9

Add a YouTube link "WATCH" button to the last page of tutorial

Requirement 10

Collect use statistics in website based database or Google analytics:
1) win percentage/user/game level
2) total game activity: games/day/week/month