

1. "Share Your Horse" Section

- Display the shareable link:

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```
https://mybitverse.com/world/equinal/{inscription_id}
```

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Buttons:

- **Copy Link** (copy to clipboard)
- **Share to Socials** (optional, like X/Twitter)

Tooltip Text (Optional):

Share your Equinal with friends. Every carrot tap makes your horse stronger!

2. "HorseTap Boost" Section (New Data Integration)

- **Fetch** from an API:

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```
GET /api/equinal/{inscription_id}/feed-score
```

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Display:

- Total **Carrot Taps** received
- **Score Boost** % (this could be a direct multiplier or number)

Example Display:

Carrot Taps	Score Boost
238	+7% Boost

You can make it dynamic:

- **Carrot Taps** are the raw clicks
- **Boost** is calculated based on a formula like:

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```
Boost % = (Carrot Taps / 100) * 3
(or any formula you decide)
```

Unity Developer Tasks:

Feature	Action
Shareable Horse Link	Generate and display the link
Copy/Share Button	Add button handlers to share on socialmedia, mainly X
HorseTap App Score Display	Call API and fetch feed score + boost
UI Update	Add new section for taps and boost