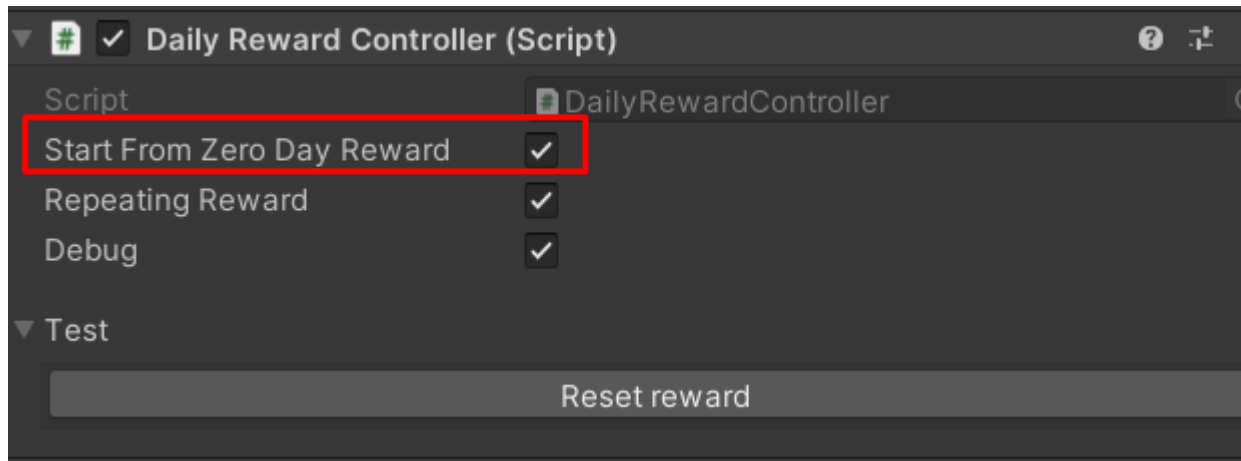


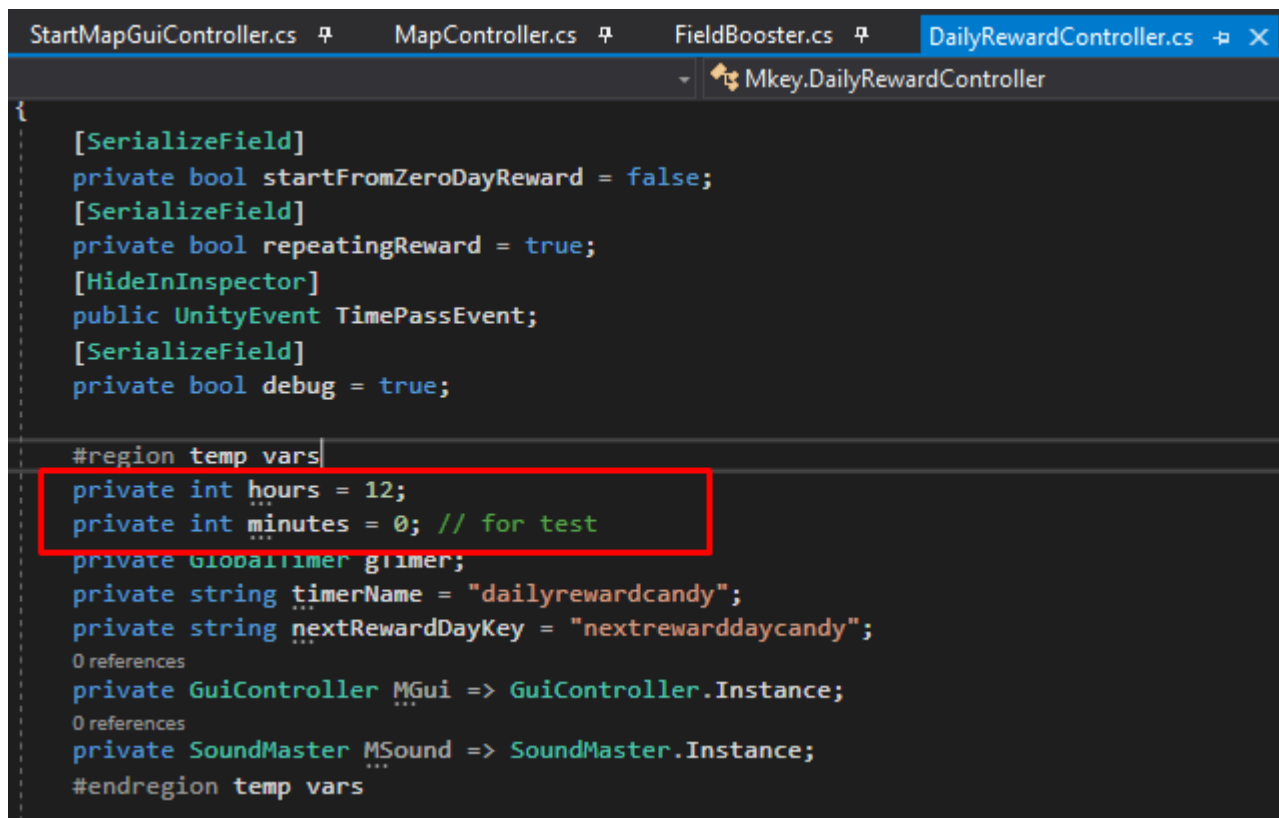
Daily reward algorithm.

The first reward can be received immediately at the start of the game if the check box is checked:



All other rewards can only be obtained by going to the starting scene from the game scene.

If you leave the game and the time out of the game is longer than specified in the script, then you lose progress and wait to receive the first day reward.



If the reward exists, then after loading the starting scene a popup with the reward of the day will pop up.

The reward appears only after the timer has completed successfully.

```
StartMapGuiController.cs  MapController.cs  FieldBooster.cs  DailyRewardController.cs  X
Mkey.DailyRewardController

RestMinutes = m;
RestSeconds = s;
}

2 references
private void TimePassedHandler(double initTime, double realyTime)
{
    if (debug) Debug.Log("time passed");
    IsWork = false;
    RewardDay = NextRewardDay;
    IncNextRewardDay();
    // StartCoroutine>ShowRewardPopup(1.5f, RewardDay));
    TimePassEvent?.Invoke();
    StartNewTimer();
}
#endregion timerhandlers
```