

# RechargeMax Rewards Platform

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## Mobile UI/UX Specification Document (Updated)

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### 1. Introduction

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This document provides comprehensive UI/UX specifications for the RechargeMax Rewards mobile platform. It serves as the primary reference for designers and developers implementing the mobile application, ensuring consistency, usability, and alignment with business requirements.

#### 1.1 Purpose

The purpose of this specification is to:

1. Define the visual design, interaction patterns, and content requirements for the RechargeMax Rewards mobile application
2. Ensure a consistent, intuitive, and engaging user experience
3. Provide clear guidelines for implementation
4. Address all functional requirements specified in the Software Requirements Specification (SRS)

## 1.2 Platform Objectives

The RechargeMax Rewards mobile platform aims to:

1. Transform the mundane necessity of buying mobile airtime and data into a continuous, rewarding, and gamified experience
2. Establish a permanent ecosystem where user loyalty is the core of the experience
3. Become the single most engaging and preferred recharge channel in Nigeria
4. Seamlessly integrate instant gratification, life-changing prizes, and community-driven growth

## 1.3 Target Platforms

The mobile application will support:

1. iOS (iPhone) - iOS 14 and above
2. Android - Android 8.0 (Oreo) and above

# 2. User Personas and Journeys

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## 2.1 Primary User Personas

### 2.1.1 Regular Recharger - Adebayo

**Demographics:** - 28-year-old male - Urban dweller in Lagos - Middle-income professional - Tech-savvy smartphone user

**Goals:** - Conveniently recharge his phone when needed - Get the best value for his money - Potentially win prizes while performing a necessary task - Track his spending

and rewards

**Pain Points:** - Finds recharging a mundane, utilitarian task - Wants more value from his regular spending - Dislikes complicated processes or hidden fees - Limited time for complex loyalty programs

**Usage Patterns:** - Recharges 2-3 times per week - Typically spends ₦500-₦1000 per recharge - Uses both data and airtime - Primarily recharges during weekday evenings

### 2.1.2 Value Seeker - Chioma

**Demographics:** - 35-year-old female - Suburban resident in Port Harcourt - Small business owner - Moderate smartphone user

**Goals:** - Maximize value from every Naira spent - Participate in promotions with real winning potential - Build loyalty benefits over time - Share opportunities with friends and family

**Pain Points:** - Skeptical of promotions with unclear odds - Dislikes frequent app changes or learning curves - Concerned about security of payment information - Limited data plan for app usage

**Usage Patterns:** - Makes larger recharges (₦1000-₦5000) less frequently - Often recharges for family members - Checks for promotions before recharging - Uses primarily on weekends

### 2.1.3 Affiliate Marketer - Emmanuel

**Demographics:** - 22-year-old male - University student in Abuja - Part-time income seeker - Heavy smartphone user

**Goals:** - Earn commission through the affiliate program - Track referrals and earnings easily - Access marketing materials to share - Maximize conversion of referrals

**Pain Points:** - Difficulty explaining complex programs to potential referrals - Needs transparent tracking of commissions - Concerned about timely payouts - Limited technical skills for complex marketing

**Usage Patterns:** - Daily app usage to check statistics - Shares referral links on social media - Recharges own phone through the platform - Actively promotes during campus events

## 2.2 User Journeys

### 2.2.1 First-Time User Journey

#### 1. Discovery & Download

2. User discovers RechargeMax through advertising, word-of-mouth, or app store
3. Downloads and installs the application

#### 4. Initial Use

5. User opens app and views welcome screens explaining key benefits
6. Enters phone number for recharge (no account creation required)
7. Completes first recharge transaction

#### 8. First Recharge Experience

9. Selects network provider and recharge amount
10. Completes payment
11. Receives confirmation and sees entries earned

#### 12. First Spin (if applicable)

13. If recharge amount is ₦1000+, user is presented with Spin the Wheel
14. Spins and wins an instant prize
15. Receives explanation of how the prize is credited

#### 16. Optional Account Verification

17. If user wants to access dashboard features (transaction history, loyalty status)
18. Verifies phone number with one-time OTP
19. App retains verification status for future sessions

#### 20. Exploration

21. Explores dashboard to see active draws
22. Views profile and loyalty tier information

23. Discovers affiliate program option

### **2.2.2 Regular User Journey**

#### **1. App Launch & Dashboard Review**

2. User opens app and is automatically recognized (no login required)
3. Reviews dashboard showing active draws and recent activity
4. Checks countdown timer for upcoming draw

#### **5. Recharge Process**

6. Navigates to recharge screen
7. Selects saved favorite recharge option or enters new details
8. Completes payment using saved payment method
9. Receives confirmation and notification of entries earned

#### **10. Engagement with Gamification**

11. Spins the wheel if eligible
12. Checks total entries in active draws
13. Reviews loyalty tier progress

#### **14. Repeat Usage Triggers**

15. Receives notification about upcoming draw
16. Gets reminder when balance is low
17. Sees promotion for subscription option

### **2.2.3 Affiliate User Journey**

#### **1. Affiliate Registration**

2. Navigates to affiliate section from profile
3. Reviews terms and commission structure
4. Activates affiliate status

#### **5. Referral Activities**

6. Copies unique referral link
7. Shares link through preferred channels
8. Downloads marketing materials if needed

## 9. Performance Monitoring

10. Checks dashboard for clicks and conversions
11. Reviews commission earned
12. Monitors referral activity

## 13. Payout Process

14. Reaches minimum payout threshold
15. Requests payout through dashboard
16. Receives notification when approved and paid

## 3. Design System

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### 3.1 Color Palette

#### 3.1.1 Primary Colors

Color Name	Hex Code	Usage
Primary Blue	#1E88E5	Primary buttons, key interactive elements
Secondary Orange	#FF9800	Accents, calls to action, highlights
Success Green	#4CAF50	Confirmations, success states
Alert Red	#F44336	Errors, alerts, critical information

### 3.1.2 Neutral Colors

Color Name	Hex Code	Usage
Dark Gray	#333333	Primary text
Medium Gray	#757575	Secondary text
Light Gray	#E0E0E0	Borders, dividers
Off-White	#F5F5F5	Backgrounds, cards
White	#FFFFFF	Page backgrounds, cards

### 3.1.3 Tier Colors

Color Name	Hex Code	Usage
Bronze	#CD7F32	Bronze tier elements
Silver	#C0C0C0	Silver tier elements
Gold	#FFD700	Gold tier elements

## 3.2 Typography

### 3.2.1 Font Family

- Primary Font: Roboto
- Fallback: System default sans-serif

### 3.2.2 Type Scale

Element	Size	Weight	Line Height	Usage
H1	24px	Bold (700)	32px	Main screen titles
H2	20px	Bold (700)	28px	Section headings
H3	18px	Medium (500)	24px	Card titles, important labels
Body 1	16px	Regular (400)	24px	Primary content text
Body 2	14px	Regular (400)	20px	Secondary content text
Caption	12px	Regular (400)	16px	Supporting information
Button	16px	Medium (500)	24px	Button labels

### 3.3 Spacing System

A consistent 8-point grid system will be used throughout the application:

Name	Size	Usage
Tiny	4px	Minimal separation
Small	8px	Close elements, internal padding
Medium	16px	Standard separation between elements
Large	24px	Section separation
Extra Large	32px	Major section separation
Huge	48px	Screen top/bottom padding

### 3.4 Iconography

- Style: Outlined, rounded corners
- Size: 24x24px (touchable areas minimum 48x48px)
- Stroke: 2px
- Color: Inherits from text color or specified in context

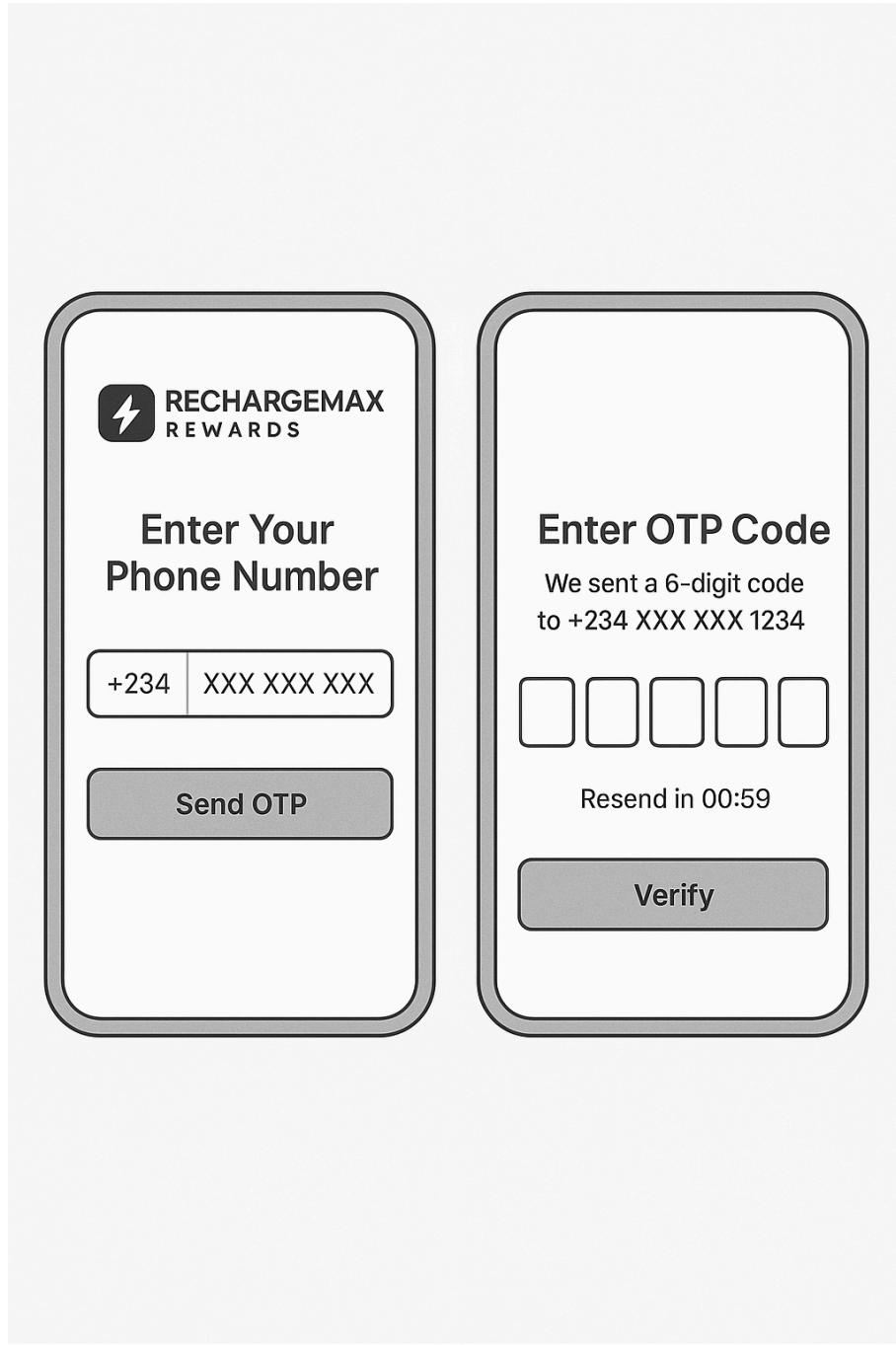
### 3.5 Elevation and Shadows

Level	Values	Usage
0	No shadow	Flat elements, backgrounds
1	0px 2px 4px rgba(0,0,0,0.1)	Cards, elevated surfaces
2	0px 4px 8px rgba(0,0,0,0.1)	Floating action buttons, dropdowns
3	0px 8px 16px rgba(0,0,0,0.1)	Modals, dialogs
4	0px 16px 24px rgba(0,0,0,0.1)	Onboarding elements, spotlights

## 4. Screen Designs and Content

### 4.1 Authentication Screens

#### 4.1.1 Phone Number Entry Screen



#### Content:

- **Header:**
- Logo: RechargeMax Rewards logo

- Title: "Enter Your Phone Number"
- **Form:**
  - Country code field: Pre-filled with "+234" (Nigeria)
  - Phone number input: Placeholder "XXX XXX XXXX"
  - Helper text: "We'll send you a verification code"

- **Action:**

- Primary Button: "Send OTP"

- **Footer:**

- Text: "By continuing, you agree to our Terms of Service and Privacy Policy"
- Links: "Terms of Service" and "Privacy Policy"

**Interaction Notes:** - Phone number validation occurs in real-time - Error states show helpful messages below the input field - Send OTP button is disabled until a valid phone number is entered - This screen appears only when accessing protected features (dashboard, transaction history, etc.) - Not required for basic recharge functionality

#### 4.1.2 OTP Verification Screen

##### Content:

- **Header:**
  - Title: "Enter OTP Code"
  - Subtitle: "We sent a 6-digit code to +234 XXX XXX 1234"
- **Form:**
  - Six separate input boxes for the 6-digit OTP
  - Auto-focus on first box, auto-advance to next box
- **Actions:**
  - Primary Button: "Verify"

- Secondary Action: "Resend in 00:59" (countdown timer)
- **Footer:**
- Link: "Change phone number"

**Interaction Notes:** - OTP inputs accept only numbers - After the countdown completes, "Resend in 00:59" changes to clickable "Resend OTP" - Rate limiting message appears if user attempts too many resends - After successful verification, user remains verified on the device for an extended period

## 4.2 Onboarding Screens

### 4.2.1 Welcome Screen

#### Content:

- **Header:**
- Logo: RechargeMax Rewards logo
- Title: "Welcome to RechargeMax Rewards"
- **Body:**
- Subtitle: "Turn every recharge into an opportunity to win"
- Feature highlights (with icons):
  1. "Recharge and earn entries into daily draws"
  2. "Spin the wheel for instant prizes"
  3. "Earn more with our loyalty program"
- **Actions:**
- Primary Button: "Get Started"
- Secondary Text: "No account needed to recharge"

### 4.2.2 Feature Walkthrough Screens (3 screens)

#### Screen 1: Recharge & Win

- **Visual:** Illustration of recharge and ticket/entry
- **Title:** "Recharge & Win Daily"
- **Description:** "Every ₦200 you spend on recharge earns you entries into our daily and weekly draws with amazing prizes."

### Screen 2: Spin the Wheel

- **Visual:** Illustration of prize wheel
- **Title:** "Instant Gratification"
- **Description:** "Recharge ₦1,000 or more and spin the wheel for instant prizes including data bundles, airtime, and bonus entries."

### Screen 3: Loyalty Tiers

- **Visual:** Illustration of tier badges
- **Title:** "Loyalty Pays"
- **Description:** "The more you recharge, the higher your tier. Higher tiers mean better multipliers and more chances to win."

**Common Elements:** - Progress indicator showing current screen (1/3, 2/3, 3/3) - "Next" button on screens 1-2 - "Get Started" button on screen 3 - "Skip" option in top-right corner

## 4.3 Home/Dashboard Screen

### Content:

- **Header:**
- Logo: RechargeMax Rewards
- Notification bell icon
- User profile icon/avatar
- **Quick Actions:**
  - Primary Button: "Recharge Now"
  - Secondary Button: "Subscribe (₦20/day)"
  - Secondary Button: "Buy Data"

- Secondary Button: "Refer & Earn"

- **Jackpot Section:**

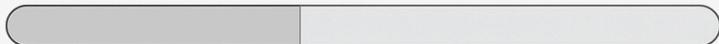
## Today's Jackpot

# ₦1,000,000

12:45:07

Your Entries: 5

Chances of Winning



Recent Winners

+234 *** *** 789	₦250.000
+234 *** *** 456	₦100.000

Get More Entries

- Heading: "Today's Jackpot"
- Prize amount: "₦1,000,000"
- Countdown timer: "HH:MM:SS remaining"
- User entries: "Your Entries: X"
- Progress indicator: "Chances of Winning"

- CTA: "Get More Entries"
- **Recent Winners:**
  - Heading: "Recent Winners"
  - List of 2-3 recent winners with masked phone numbers and prize amounts
  - Link: "View All Winners"
- **Loyalty Status:**
  - Current tier badge
  - Brief tier status: "Silver Tier Member"
  - Points/Progress indicator
  - Link: "View Details"
- **Subscription Prompt (if not subscribed):**
  - Banner: "Never Miss a Draw"
  - Brief description: "Subscribe for ₦20/day and get daily entries automatically"
  - CTA: "Subscribe Now"
- **Navigation Bar:**
  - Home (active)
  - Recharge
  - Draws
  - Wallet
  - Profile

**Interaction Notes:** - Countdown timer updates in real-time - Winners section refreshes with new data periodically - Subscription prompt disappears once subscribed - No login required to view basic dashboard information - Phone number is remembered from previous recharges

## 4.4 Recharge Screen

**Content:**

- **Header:**

- Title: "Recharge"

- Back button

- **Network Selection:**

- Visual buttons for major networks (MTN, Airtel, Glo, 9mobile)

- Each button shows network logo and name

- **Recharge Type:**

- Toggle between "Airtime" and "Data"

- **Phone Number:**

- Input field with country code (+234)

- Option to select from contacts

- "Use My Number" shortcut

- **Amount Selection (for Airtime):**

- Quick amount buttons: ₦200, ₦500, ₦1000, ₦5000

- Custom amount input field with Naira (₦) symbol

- Helper text: "Minimum amount: ₦200"

- **Data Package Selection (for Data):**

- Dropdown or list of available packages based on selected network

- Each option shows data amount and price

- **Payment Method:**

- Saved payment methods (if any)

- "Add New Payment Method" option

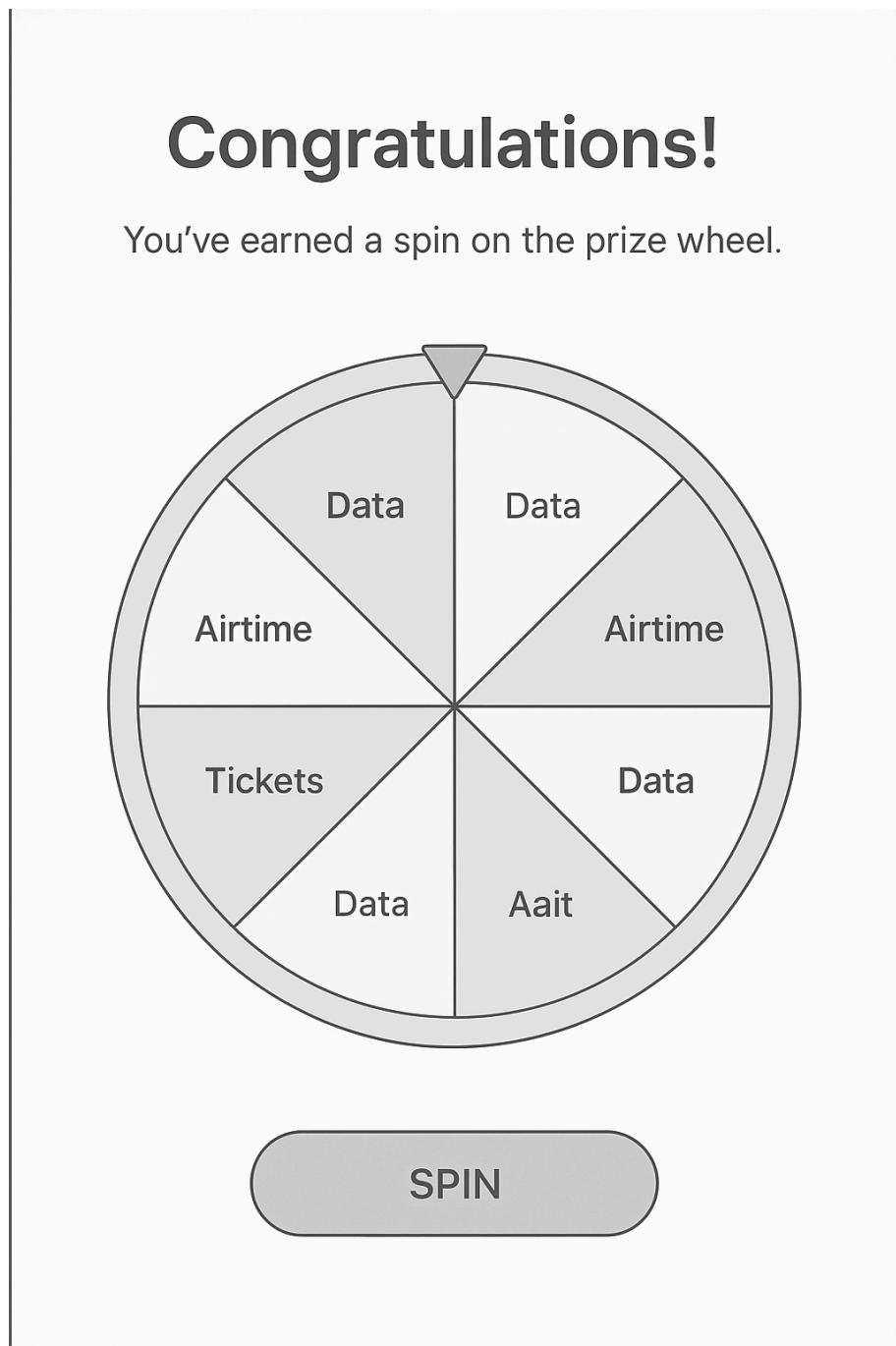
- **Reward Information:**

- Text: "You'll earn X entries into today's draw"

- Text (if ₦1000+): "Plus a spin on the prize wheel!"
- **Action:**
- Primary Button: "Recharge Now for ₦X"
- **Recent Recharges:**
- Small section showing 2-3 recent recharge transactions
- Link: "View All Transactions"

**Interaction Notes:** - Amount selection updates entries calculation in real-time - Data package selection changes based on network provider - Form validation ensures all required fields are completed - No account creation or login required to complete recharge

## 4.5 Spin the Wheel Screen



### Content:

- **Header:**
- Title: "Congratulations!"
- Subtitle: "You've earned a spin on the prize wheel!"
- **Wheel Component:**
- Interactive wheel with 6-8 segments

- Each segment shows a prize (Data, Airtime, Draw Tickets)
- Indicator/pointer showing where wheel will stop
- **Action:**
  - Primary Button: "SPIN"
  - Button changes to "Claim Prize" after spin
- **Prize Information (after spin):**
  - Prize announcement: "You won [Prize]!"
  - Description of prize
  - Information on how/when it will be credited
- **Additional Actions (after spin):**
  - "Share Your Win" button
  - "Continue" button

**Interaction Notes:** - Wheel spins with realistic physics and slows gradually - Sound effects accompany the spin (with mute option) - Confetti animation appears for significant prizes - Modal cannot be dismissed until prize is claimed - No login required to spin the wheel after qualifying recharge

## 4.6 Draws Screen

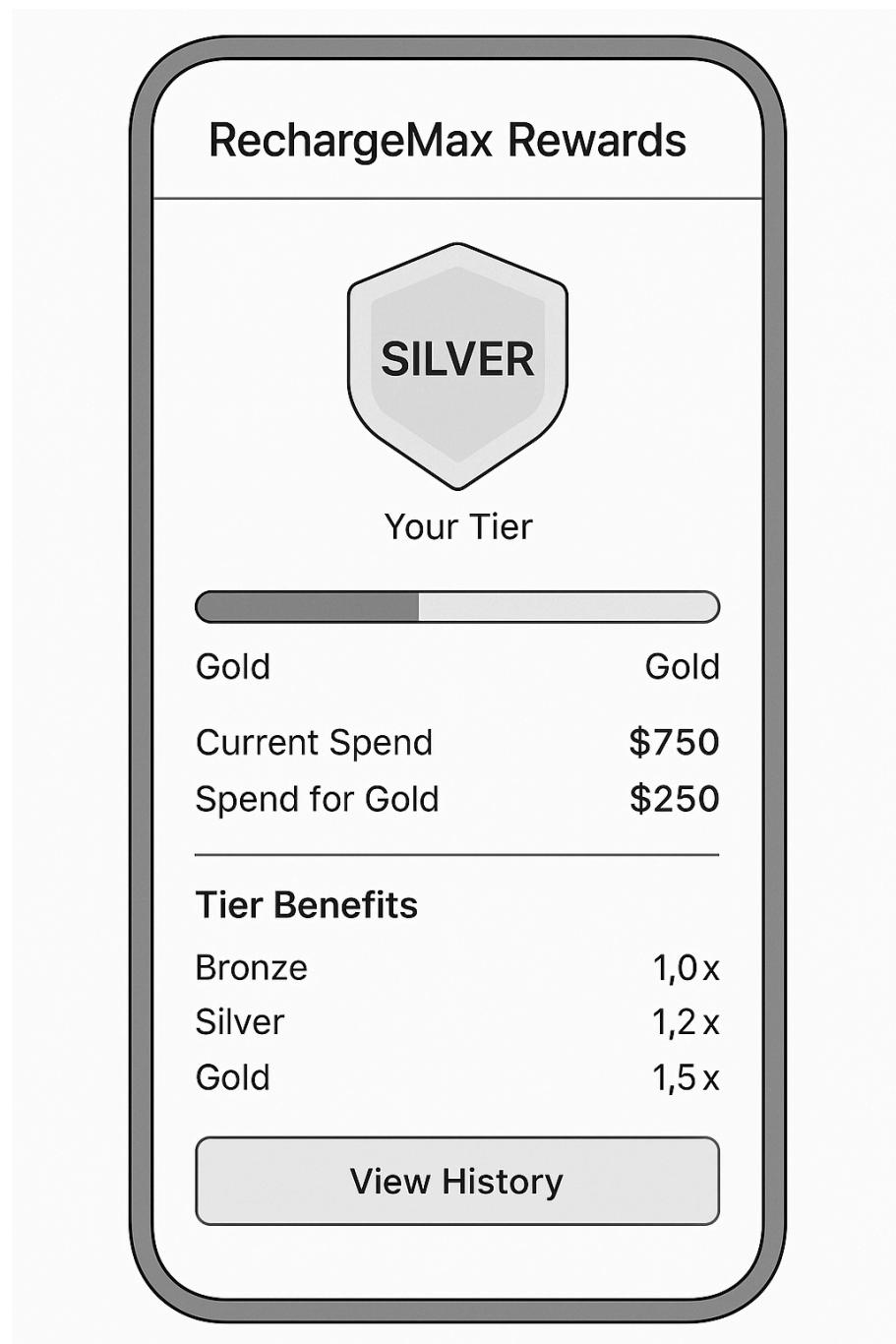
### Content:

- **Header:**
  - Title: "Draws"
  - Filter/Sort options
- **Tab Navigation:**
  - "Active Draws" (default)
  - "Past Draws"
- **Active Draws List:**

- Each draw card contains:
  - Draw name (e.g., "Daily Cash Draw")
  - Prize amount
  - Countdown timer
  - User's entries count
  - "View Details" button
- **Draw Details (when a draw is selected):**
  - Draw name and description
  - Prize details and image
  - Countdown timer
  - User's entries and odds
  - How to participate information
  - Terms and conditions link
  - "Get More Entries" button
- **Past Draws List:**
  - Each past draw shows:
    - Draw name
    - Prize amount
    - Winner information (masked phone number)
    - Date drawn
    - "View Details" button

**Interaction Notes:** - Countdown timers update in real-time - Active draws are sorted by end date (soonest first) - Past draws are sorted by date (most recent first) - Pagination or infinite scroll for viewing more draws - Basic draw information visible without login - Detailed entry information requires phone verification

## 4.7 Loyalty Tier Screen



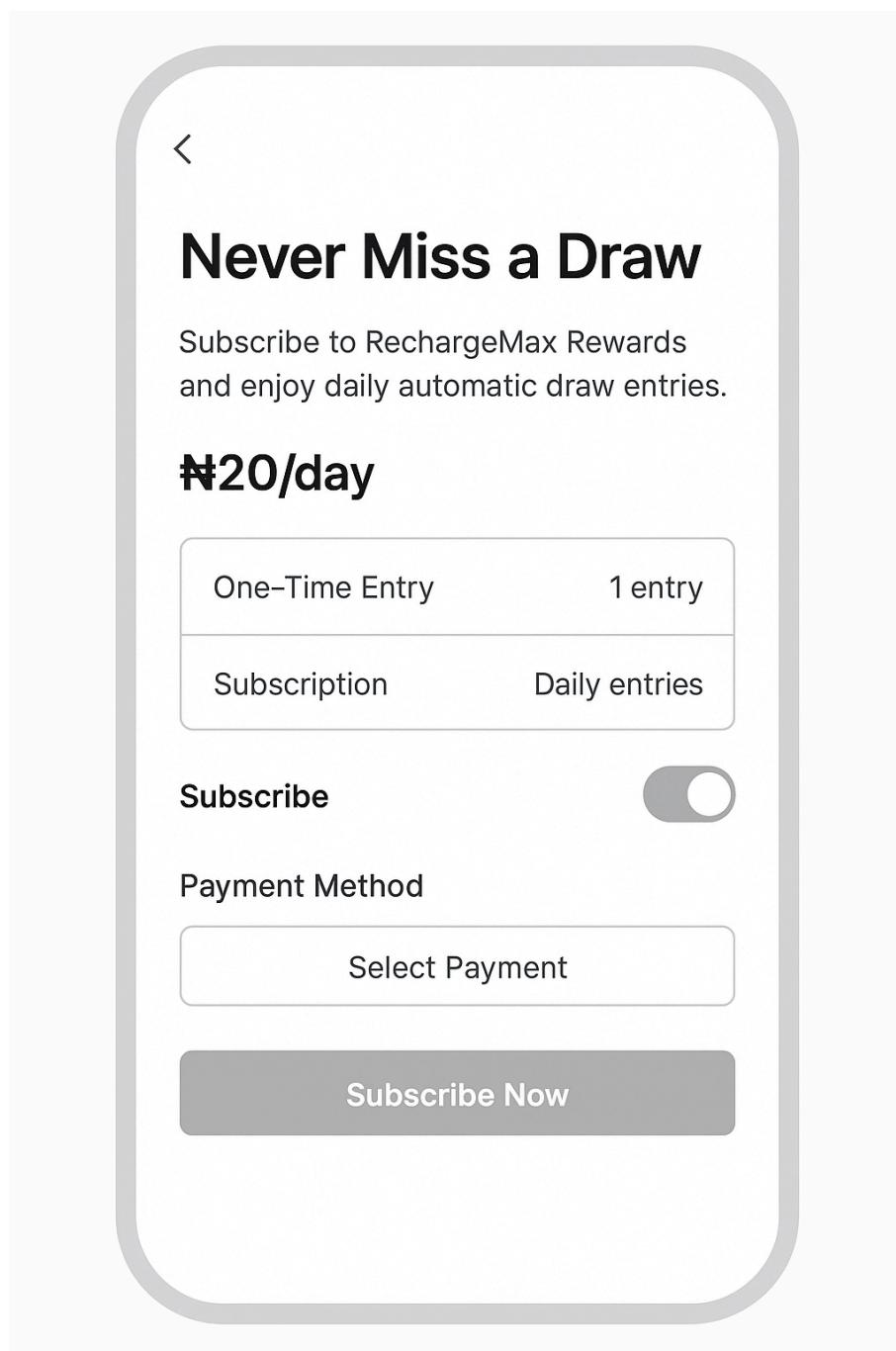
### Content:

- **Header:**
- Title: "Your Loyalty Tier"
- Back button
- **Current Tier Display:**
- Tier badge/icon (Bronze, Silver, or Gold)

- Tier name
- Brief description of current tier benefits
- **Progress Tracker:**
  - Progress bar showing advancement toward next tier
  - Current spend amount
  - Amount needed for next tier
  - Text: "NX more to reach [Next Tier]"
- **Tier Benefits Comparison:**
  - Table showing all tiers and their benefits:
    - Points multipliers (Bronze: 1.0x, Silver: 1.2x, Gold: 1.5x)
    - Special promotions access
    - Exclusive draws access
    - Other tier-specific perks
- **Spending History:**
  - Brief summary of recent spending
  - "View History" button for detailed spending history
  - Note about 90-day calculation period
- **Tips Section:**
  - Heading: "How to Reach [Next Tier]"
  - Tips for advancing to the next tier
  - Example calculations

**Interaction Notes:** - Current tier is highlighted in the comparison table - Tapping on a tier shows a tooltip with detailed benefits - Progress bar animates when the screen loads - Requires phone verification to view personalized tier information

## 4.8 Subscription Management Screen



### Content:

- **Header:**
- Title: "Daily Subscription"
- Back button
- **Subscription Status:**
- Status indicator (Active/Inactive)

- If active: Next billing date
- If inactive: "Not currently subscribed"

- **Subscription Benefits:**

- Heading: "Never Miss a Draw"
- Description: "Subscribe to RechargeMax Rewards and enjoy daily automatic draw entries."
- Key benefits list:
  - "Guaranteed entry into every daily draw"
  - "Automatic billing via MTN Direct Carrier Billing"
  - "No need to manually recharge for entries"
  - "Cancel anytime"

- **Pricing:**

- Amount: "₦20/day"
- Total monthly estimate: "About ₦600/month"

- **Comparison:**

- Simple table comparing one-time entries vs. subscription

- **Subscription Toggle:**

- Toggle switch to activate/deactivate subscription
- Confirmation modal appears when changing status

- **Payment Method:**

- For active: Current payment method
- For new: Payment method selection
- Note about Direct Carrier Billing

- **Action Button:**

- If inactive: "Subscribe Now"

- If active: "Manage Subscription"
- **Terms & Conditions:**
  - Brief summary of subscription terms
  - Link to full terms and conditions

**Interaction Notes:** - Toggle switch triggers confirmation dialog before changing subscription status - Subscription activation shows a success message with next billing date - Failed billing attempts show appropriate error messages with retry options - Requires phone verification to manage subscription

## 4.9 Wallet Screen

### Content:

- **Header:**
  - Title: "Wallet"
  - Refresh button
- **Balance Card:**
  - Current wallet balance
  - "Add Money" button
  - "Withdraw" button (if applicable)
- **Points Balance:**
  - Current points balance
  - Brief explanation of points value
  - Points expiration information (if applicable)
- **Transaction History:**
  - Filter tabs: "All", "Recharges", "Rewards", "Withdrawals"
  - Sortable list of transactions showing:
    - Date and time
    - Transaction type

- Amount/points
- Status
- Pagination or infinite scroll
- **Payment Methods:**
  - Saved payment methods
  - "Add New Payment Method" button
  - Option to set default payment method

**Interaction Notes:** - Pull to refresh functionality - Transaction details expand when tapped - Date range filter available for transaction history - Requires phone verification to view detailed transaction history

## 4.10 Affiliate Dashboard Screen

### Content:

- **Header:**
  - Title: "Affiliate Program"
  - Help icon with program information
- **Status Card:**
  - Affiliate status (Active/Pending)
  - Unique referral code
  - Total earnings to date
- **Referral Link Section:**
  - Your referral link display
  - Copy button
  - Share options (WhatsApp, Facebook, Twitter, etc.)
  - QR code option
- **Performance Metrics:**

- Total clicks
- Successful referrals
- Conversion rate
- Commission earned (pending/paid)

- **Commission Structure:**

- Brief explanation of 1% commission
- Example calculation
- Minimum payout threshold (₦3,000)
- Link to full terms

- **Earnings History:**

- Filterable list of commission transactions
- Each entry shows:
  - Date
  - Referred user (masked)
  - Recharge amount
  - Commission earned

- Pagination or infinite scroll

- **Payout Section:**

- Current balance
- "Request Payout" button (enabled when threshold is reached)
- Payout history
- Payout status tracking

- **Marketing Materials:**

- Downloadable banners
- Suggested messages
- Promotional tips

**Interaction Notes:** - Copy button provides visual feedback when clicked - Share options integrate with device's native sharing capabilities - Payout requests trigger confirmation dialog - Performance metrics update daily - Requires phone verification to access affiliate dashboard

## 4.11 Profile Screen

### Content:

- **Header:**

- Title: "Profile"

- Settings icon

- **User Information:**

- Phone number (MSISDN)

- Optional email address

- Edit button

- **Account Sections:**

- Personal Information

- Notification Preferences

- Payment Methods

- Transaction History

- Help & Support

- Terms & Privacy

- About RechargeMax

- **Affiliate Program:**

- If not an affiliate: "Become an Affiliate" button with brief description

- If already an affiliate: "Affiliate Dashboard" button

- **Session Management:**

- "Verify on New Device" button (instead of traditional logout)

**Interaction Notes:** - Edit button opens editable fields for optional information - Each section navigates to a dedicated screen - Requires phone verification to access profile information

## 5. Component Library

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### 5.1 Navigation Components

#### 5.1.1 Bottom Navigation Bar

- **Height:** 56dp
- **Background:** White (#FFFFFF)
- **Active Item:** Primary Blue (#1E88E5) icon and label
- **Inactive Item:** Medium Gray (#757575) icon and label
- **Labels:** Caption text style
- **Icons:** 24x24px

#### 5.1.2 Top App Bar

- **Height:** 56dp
- **Background:** White (#FFFFFF)
- **Title:** H2 text style
- **Icons:** 24x24px, Medium Gray (#757575)
- **Elevation:** Level 1 shadow

#### 5.1.3 Tab Bar

- **Height:** 48dp
- **Background:** White (#FFFFFF)
- **Active Tab:** Primary Blue (#1E88E5) text with underline
- **Inactive Tab:** Medium Gray (#757575) text
- **Text:** Body 2 text style

- **Indicator:** 2dp thick Primary Blue (#1E88E5) line

## 5.2 Input Components

### 5.2.1 Text Field

- **Height:** 56dp
- **Background:** White (#FFFFFF)
- **Border:** 1dp Light Gray (#E0E0E0)
- **Border Radius:** 4dp
- **Label:** Body 2 text style
- **Input Text:** Body 1 text style
- **Helper Text:** Caption text style
- **States:**
  - Default: Light Gray (#E0E0E0) border
  - Focused: Primary Blue (#1E88E5) border and label
  - Error: Alert Red (#F44336) border, helper text, and icon
  - Disabled: Light Gray (#E0E0E0) fill, Medium Gray (#757575) text

### 5.2.2 Selection Controls

**Checkbox:** - **Size:** 24x24px - **States:** - Unchecked: Outline in Medium Gray (#757575) - Checked: Primary Blue (#1E88E5) fill with white checkmark - Disabled: Light Gray (#E0E0E0) with Medium Gray (#757575) checkmark

**Radio Button:** - **Size:** 24x24px - **States:** - Unselected: Outline in Medium Gray (#757575) - Selected: Primary Blue (#1E88E5) outer ring with Primary Blue (#1E88E5) dot - Disabled: Light Gray (#E0E0E0) with Medium Gray (#757575) dot

**Toggle Switch:** - **Size:** 36dp width, 20dp height - **States:** - Off: Light Gray (#E0E0E0) track with Medium Gray (#757575) thumb - On: Primary Blue (#1E88E5) track with White (#FFFFFF) thumb - Disabled: Light Gray (#E0E0E0) track with Medium Gray (#757575) thumb

### 5.2.3 Dropdown/Select

- **Height:** 56dp
- **Background:** White (#FFFFFF)
- **Border:** 1dp Light Gray (#E0E0E0)
- **Border Radius:** 4dp
- **Text:** Body 1 text style
- **Icon:** Chevron down, 24x24px
- **Menu:** White background with Level 2 shadow

## 5.3 Button Components

### 5.3.1 Primary Button

- **Height:** 48dp
- **Background:** Primary Blue (#1E88E5)
- **Text:** White (#FFFFFF), Button text style
- **Border Radius:** 24dp
- **Padding:** 16dp horizontal
- **States:**
  - Default: Primary Blue (#1E88E5)
  - Pressed: Darker blue
  - Disabled: Light Gray (#E0E0E0) with Medium Gray (#757575) text

### 5.3.2 Secondary Button

- **Height:** 48dp
- **Background:** White (#FFFFFF)
- **Border:** 1dp Primary Blue (#1E88E5)
- **Text:** Primary Blue (#1E88E5), Button text style
- **Border Radius:** 24dp
- **Padding:** 16dp horizontal

- **States:**
- Default: White (#FFFFFF) with Primary Blue (#1E88E5) border and text
- Pressed: Light blue background
- Disabled: Light Gray (#E0E0E0) with Medium Gray (#757575) text and border

### 5.3.3 Text Button

- **Height:** 36dp
- **Background:** Transparent
- **Text:** Primary Blue (#1E88E5), Button text style
- **Padding:** 8dp horizontal
- **States:**
- Default: Primary Blue (#1E88E5) text
- Pressed: Light blue background
- Disabled: Medium Gray (#757575) text

## 5.4 Card Components

### 5.4.1 Standard Card

- **Background:** White (#FFFFFF)
- **Border Radius:** 8dp
- **Padding:** 16dp
- **Elevation:** Level 1 shadow
- **Sections:**
- Header (optional): H3 text style
- Content: Body text and other components
- Actions (optional): Buttons aligned to the right or stretched

### 5.4.2 Draw Card

- **Background:** White (#FFFFFF)
- **Border Radius:** 8dp

- **Padding:** 16dp
- **Elevation:** Level 1 shadow
- **Content:**
  - Draw name: H3 text style
  - Prize amount: H2 text style
  - Countdown: Body 1 text style with clock icon
  - Entries: Caption text style
  - Action button: Text Button or Secondary Button

#### 5.4.3 Transaction Card

- **Background:** White (#FFFFFF)
- **Border Radius:** 4dp
- **Padding:** 12dp
- **Elevation:** Level 1 shadow
- **Content:**
  - Date: Caption text style
  - Transaction type: Body 1 text style
  - Amount: Body 1 text style, bold
  - Status: Caption text style with appropriate color (Success Green, Alert Red, etc.)

### 5.5 Specialized Components

#### 5.5.1 Prize Wheel

- **Size:** Responsive, occupying approximately 70% of screen width
- **Segments:** 6-8 equal segments with different prizes
- **Colors:** Alternating segment colors using brand palette
- **Center:** White circle with logo
- **Pointer:** Triangle indicator at top
- **Animation:** Smooth spinning with easing function
- **Result Indication:** Highlighted segment and celebration animation

## 5.5.2 Countdown Timer

- **Format:** HH:MM:SS
- **Text Style:** H2 or H3 depending on context
- **Color:** Dark Gray (#333333) or Primary Blue (#1E88E5)
- **Animation:** Subtle pulse animation on seconds change
- **Critical Time:** Changes to Alert Red (#F44336) when under 5 minutes

## 5.5.3 Loyalty Badge

- **Size:** 64dp x 64dp
- **Shape:** Hexagon or shield
- **Colors:**
  - Bronze: Bronze (#CD7F32)
  - Silver: Silver (#C0C0C0)
  - Gold: Gold (#FFD700)
- **Text:** Tier name in center, Body 2 text style, bold
- **Border:** 2dp stroke in slightly darker shade of tier color

# 6. Interaction Patterns

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## 6.1 Navigation Patterns

### 6.1.1 Primary Navigation

- Bottom navigation bar provides access to main sections
- Current section is highlighted
- Deep linking supported for notifications and external links
- Back button navigates to previous screen in stack

### 6.1.2 Secondary Navigation

- Tab bars for switching between related content views

- Lists and grids for navigating to detail screens
- Cards with "View Details" or similar actions

### 6.1.3 Modals and Dialogs

- Used for focused tasks requiring immediate attention
- Confirmation dialogs for important actions
- Full-screen modals for immersive experiences (e.g., Spin the Wheel)
- Bottom sheets for supplementary actions or information

## 6.2 Gesture Patterns

### 6.2.1 Tap/Press

- Primary interaction for buttons, links, and selectable items
- Visual feedback through color/scale changes
- Haptic feedback for important actions

### 6.2.2 Swipe

- Horizontal swipe for tab navigation
- Vertical swipe for scrolling content
- Pull-to-refresh for updating content
- Swipe actions on list items (where applicable)

### 6.2.3 Long Press

- Reveals additional options or contextual menus
- Used for selecting multiple items
- Provides additional information via tooltips

## 6.3 Feedback Patterns

### 6.3.1 Loading States

- Skeleton screens for initial content loading

- Progress indicators for determinate operations
- Spinners for indeterminate operations
- Placeholder content during data fetching

### 6.3.2 Success States

- Success animations for completed actions
- Confirmation messages with clear next steps
- Visual reinforcement (checkmarks, green indicators)
- Celebratory animations for significant achievements (e.g., winning prizes)

### 6.3.3 Error States

- Clear error messages with specific guidance
- Visual indicators (red text, warning icons)
- Retry options where applicable
- Graceful degradation for network issues

## 6.4 Authentication Patterns

### 6.4.1 Passwordless Authentication

- Phone number as primary identifier
- OTP verification for secure access
- Persistent authentication with appropriate timeout
- Biometric authentication option for supported devices
- No traditional username/password login required
- Basic features available without authentication

### 6.4.2 Progressive Disclosure

- Basic recharge functionality available without authentication
- Phone verification required only for personalized features
- Clear explanation of benefits for verified users

- Seamless transition from anonymous to verified state

## 7. Accessibility Guidelines

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### 7.1 Visual Accessibility

- Minimum contrast ratio of 4.5:1 for all text
- Support for system font size adjustments
- Alternative text for all images and icons
- Color not used as the sole means of conveying information
- Focus states clearly visible for all interactive elements

### 7.2 Touch Accessibility

- Minimum touch target size of 48x48dp
- Adequate spacing between interactive elements
- Support for assistive touch features
- Gesture alternatives for complex interactions

### 7.3 Screen Reader Support

- Semantic HTML structure
- Proper labeling of all UI elements
- Logical navigation order
- Meaningful announcements for dynamic content changes
- Support for TalkBack (Android) and VoiceOver (iOS)

### 7.4 Additional Considerations

- Support for reduced motion preferences
- Text alternatives for audio content
- Appropriate timeout durations for user actions

- Error identification and suggestions
- Consistent and predictable navigation

## 8. Implementation Guidelines

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### 8.1 Development Approach

- Native development for iOS and Android
- Shared design system across platforms
- Component-based architecture
- Offline-first approach with synchronization

### 8.2 Performance Considerations

- Optimize image loading and caching
- Minimize network requests
- Implement lazy loading for content
- Efficient state management
- Background data prefetching

### 8.3 Testing Requirements

- Cross-device testing on various screen sizes
- Accessibility testing with screen readers
- Network condition testing (poor connectivity, offline)
- Performance testing for animations and transitions
- User testing with representative personas

### 8.4 Analytics Integration

- Track key user journeys
- Measure conversion rates for critical actions

- Monitor error rates and abandonment points
- Analyze feature usage patterns
- Implement A/B testing framework

## 8.5 Localization Considerations

- Support for multiple languages (starting with English)
- Adaptable layouts for text expansion/contraction
- Culturally appropriate imagery and icons
- Format adaptation for currency, dates, and numbers
- Right-to-left language support (future consideration)