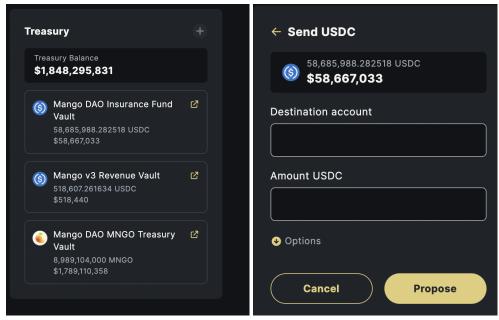
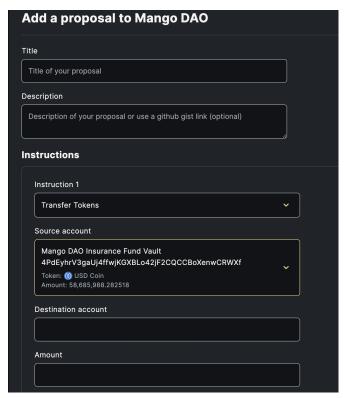
1) Members view

DAO members management view - show all members and make it possible to add more members (which triggers a proposal)

- 1) Overall the main dashboard feels too busy to me, we have to think how to simplify it.
- 2) I think the difference between certified / uncertified realms is too subtle (but maybe it's only impression because all the realms look the same in the mockup, I'm not sure)
- 3) Regarding proposals, the generic 'Create proposal' flow needs to be more complex because it's not just about transfers from treasury, it can be any instructions. But then we also need the task oriented flow for proposals. This is the same as we have with treasury, You can use the generic wizard to create a proposal with transfer instruction or you can create it from the treasury view simpler UI



the above is the simple flow which creates a transfer proposal And this is the generic proposal creation screen for the same.



- 4) I would like to use the same pattern for Members management
- Create a small side view with some basic information, I was thinking about creating leaderboard and show top voters for example,
- Make it possible to add member from that view with simple input which is member wallet plus optional title/description and community/council membership (if possible in the realm)
- Create main view with more details, all members (both community and council) their voter weights, number of votes
- I think the members shouldn't be displayed as cards (same as realms) because that looks too similar and confusing to the realms dashboard
- 5) We would need the view design to use the current look and feel and layout because we are not changing that in this iteration
- 6) I like how you show the numbers of votes (not just percentage) but then I don't like the fact the progress bar for yes/no was removed because now user has to make a cognitive effort to compare the numbers to understand weather yes or no is winning and to want extent

It doesn't have to be a single progress bar as it is now, but maybe 2 bars below the number values?

7) I would keep Cancel/SignOff/Finalise in the right action panel as @amandagonsalves did it because that works like an action panel and you find all the actions there and under the instructions section, what do you think?

2) Task oriented details in proposals

Show task oriented details on proposals. Ex. 'Add member' instead of 'mint tokens' instruction, 'Treasury payment' instead of generic 'transfer token' instructions

The purpose is to show the type of the proposals, currently they all look the same and have the technical details (instructions) and instead of that I would like to show what they are about from non technical user point of view

There is going to be more types but the basic ones are

- 1) Proposal for token transfer from a treasury account
- 2) Proposal for program upgrade
- 3) Proposal to add new member
- 4) proposal to mint tokens

Here are existing examples

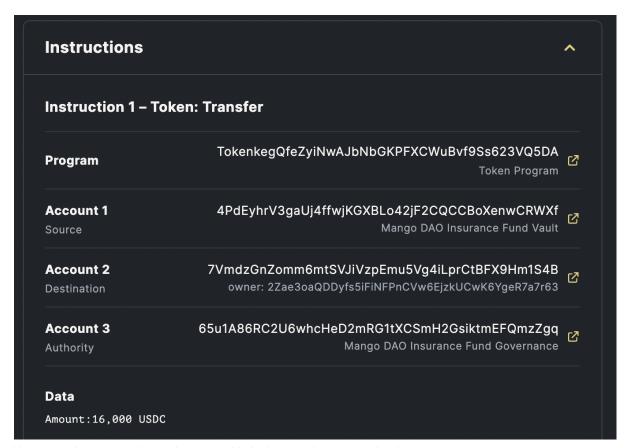
1) Proposal to transfer tokens

https://dao-beta.mango.markets/dao/MNGO



From the tile I can guess it's a transfer, but would be cool to show some icon showing it's a proposal for transfer, the icon could be the token being transferd and maybe amount? But we also have to account for scenario where multiple transfers are included in the proposal (editado)

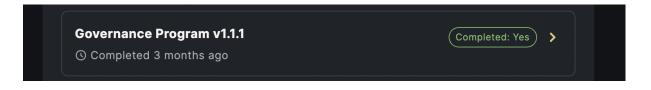
Then we show the technical details for the instruction, and we need none technical view too,

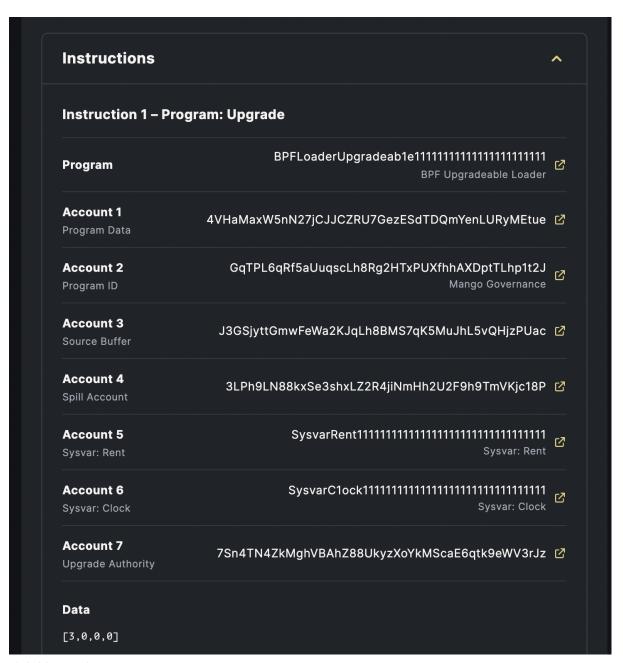


Note: each proposal can have multiple instructions attached

2) Program upgrade

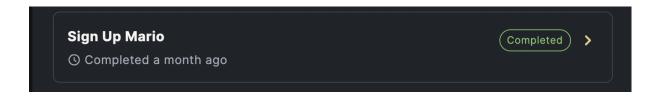
It's the sam story, it doesn't look any different and we need none technical details

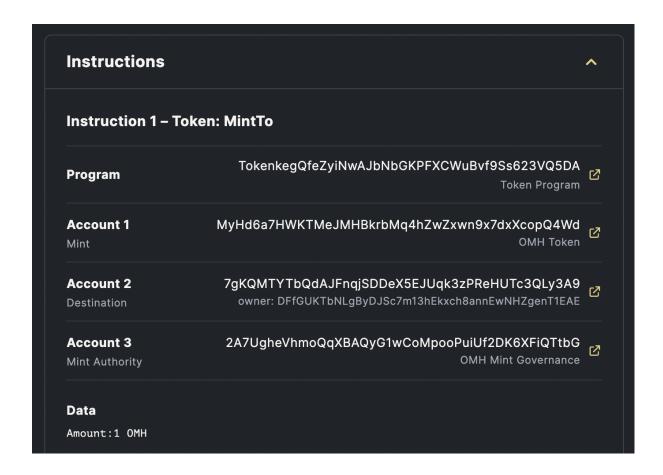




3) Add member

this is probably the worst at the moment, because it's technically speaking a MintTo instruction and we should show it as Add member https://dao-beta.mango.markets/dao/OMH



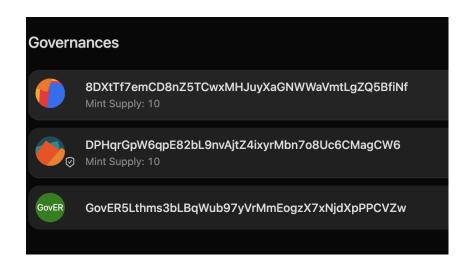


4) Programs management

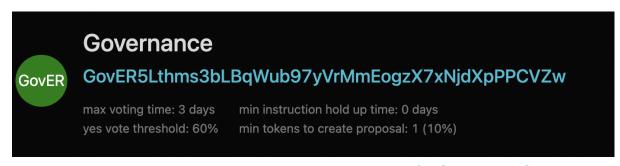
DAO assets: programs - show programs managed by DAO with an option to upgrade (triggers proposal) and to add program governances

1) For programs, it's going to be one of the assets views (governances) but more specific to programs. It corresponds to the 'Governances' view in Oyster UI (but we just show the green ones which are programs)

https://solana-labs.github.io/oyster-gov/#/realm/FMEWULPSGR1BKVJK4K7xTjhG23NfYxeAn2bamYgNoUck?programId=GovER5Lthms3bLBqWub97yVrMmEogzX7xNjdXpPPCVZw



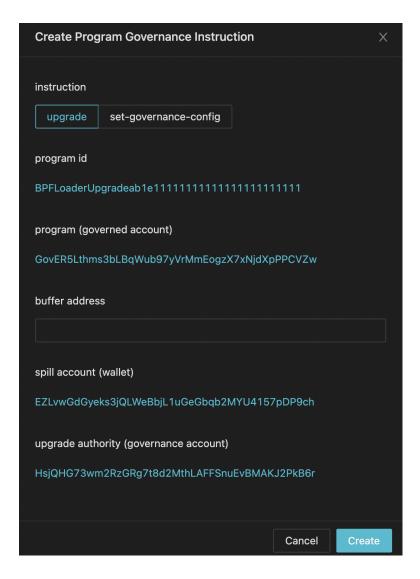
- 2) The info we have at the moment is: 1) program name, 2) program pubkey and 3) update slot
- 3) Then (and it's common to all assets) we have the governance info for each program



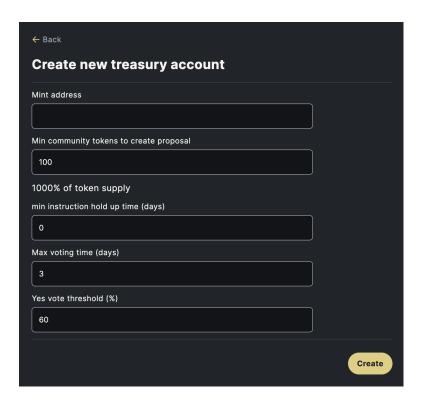
https://solana-labs.github.io/oyster-gov/#/governance/HsjQHG73wm2RzGRg7t8d2Mt hLAFFSnuEvBMAKJ2PkB6r?programId=GovER5Lthms3bLBqWub97yVrMmEogzX7xNjdXpPPCVZw

4) Simple form for a proposal to upgrade the program. It would have the standard proposal inputs (title, description) and two program specific ones: 1) source buffer account and 2) spill account

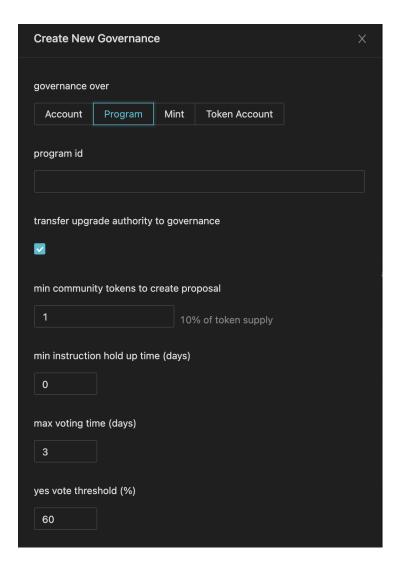
This is from the old UI but we don't have to show all the details (the accounts) here (editado)



6) Form to create a governance for a program. It's essentially almost the same as the existing one to create a treasury account



and that corresponds to the oyster UI



7) We need to have a link to the 'programs' view somehow from the main UI