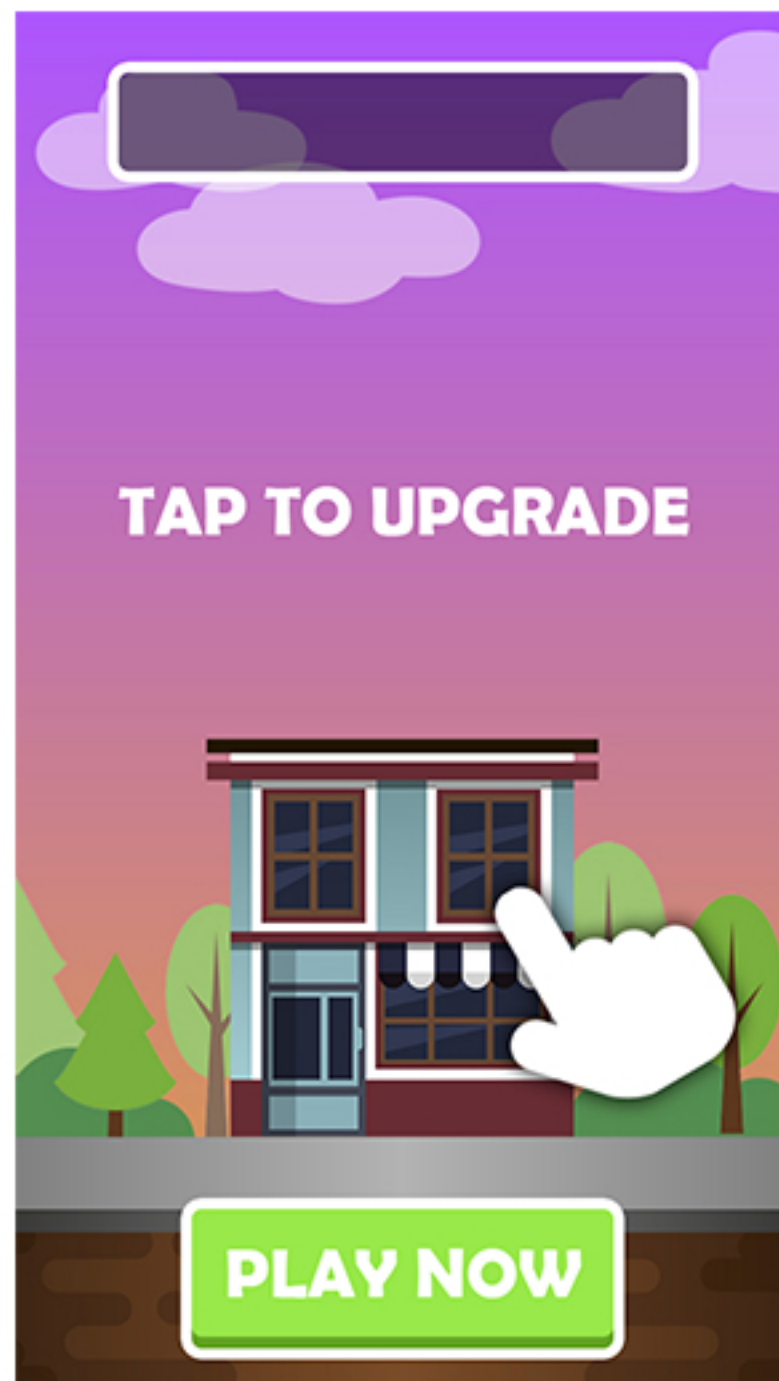


# Tap to upgrade



- > The first screen is the tutorial. A text tells the player to tap to upgrade and a tutorial hand points at the building.
- > There is a progress bar at the top.
- > CTA button: "PLAY NOW" at the bottom.



- > After every tap the progress bar fills up a little.
- > Coin animation everytime the player taps the building.
- > Building "jumps" a little, a cute animation when the player taps it.



- > The first building is upgraded after 2 taps!
- > The first building fades away and the upgraded one pops ups.
- > A shine behind the building.



- > The player now has to keep tapping for the next upgrade.
- > This will take around 10 to 20 taps.



- > The endcard.
- > The player has reached the final upgrade. An enormous fancy building.
- > Big "Great job!" text at the top.
- > Confetti rain.
- > CTA button: "INSTALL"