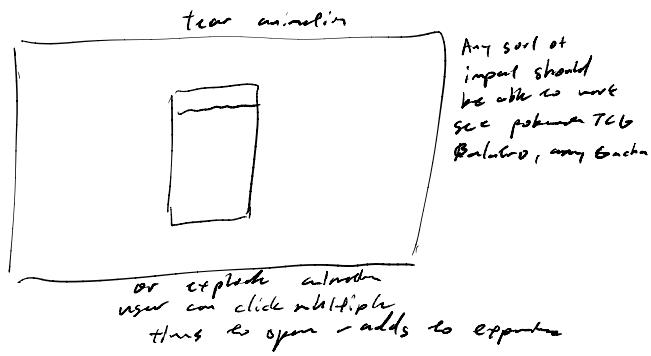
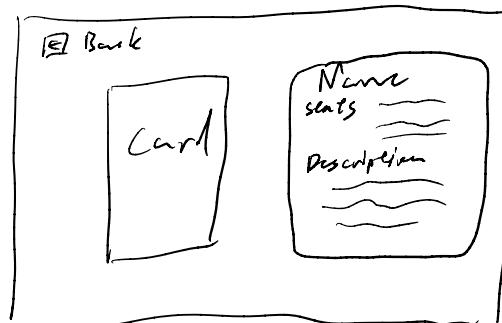


Open by pedes

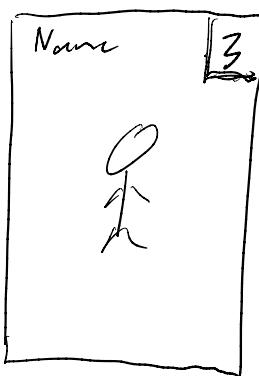


Maybe
(Card Info)



User can scroll through collection
click on cards for info (Maybe
Hover over cards to "raise" them
up)

Cards! Design prelim

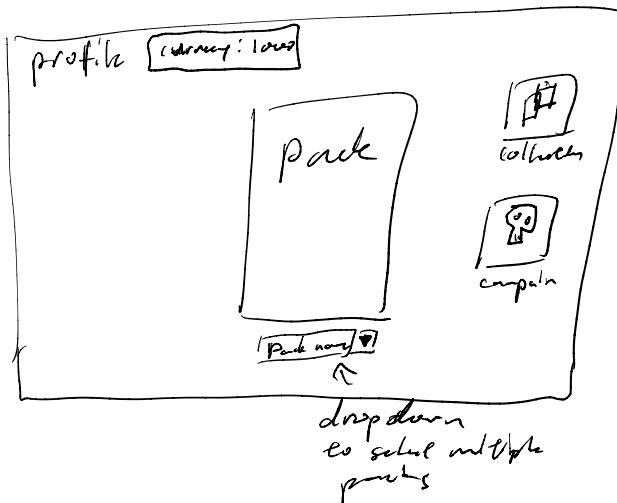


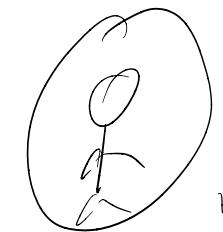
some stuff

Color or glow
Color can
determine
rarity

Cards can have
imperfections
- offset
- blur

Expansion Ideas





Grind user
Lvl 1

◇ currency packs



↑
progress bar
till next pack

Home

array of packets

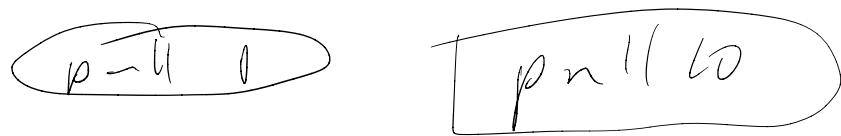
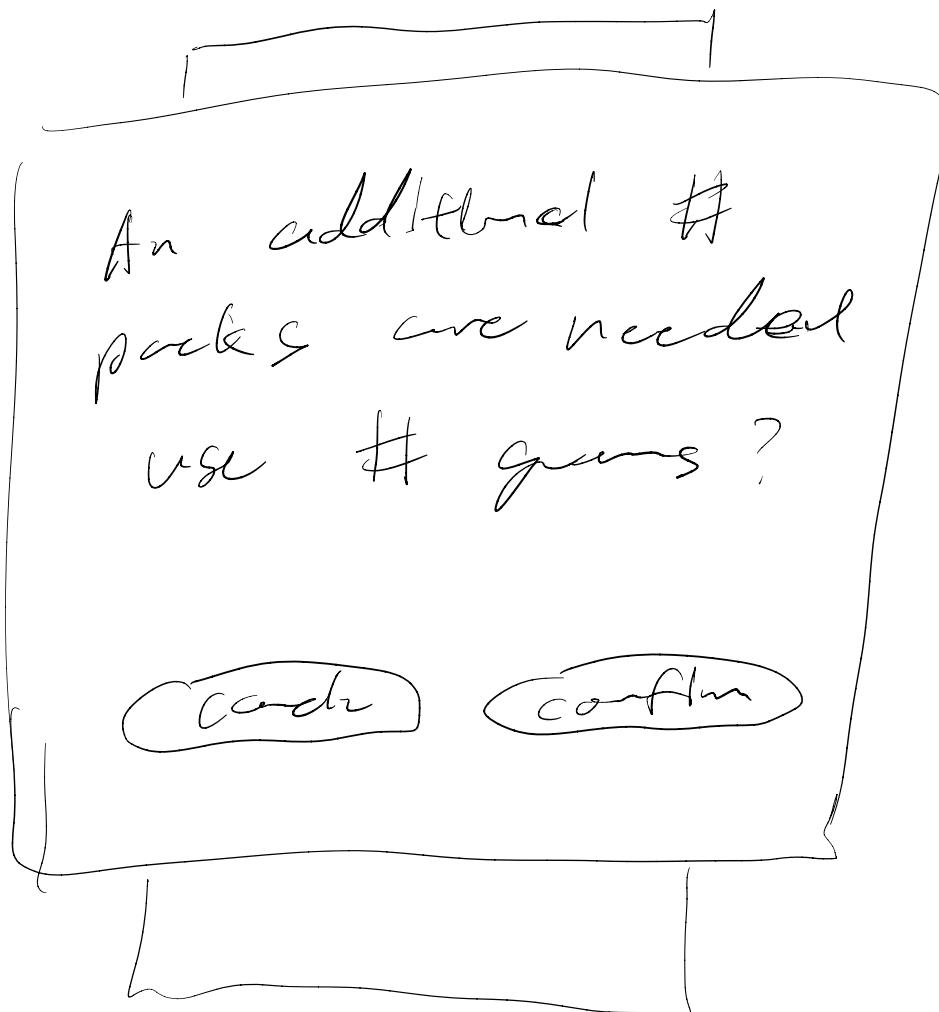
pack



pack page

⑥ Horc

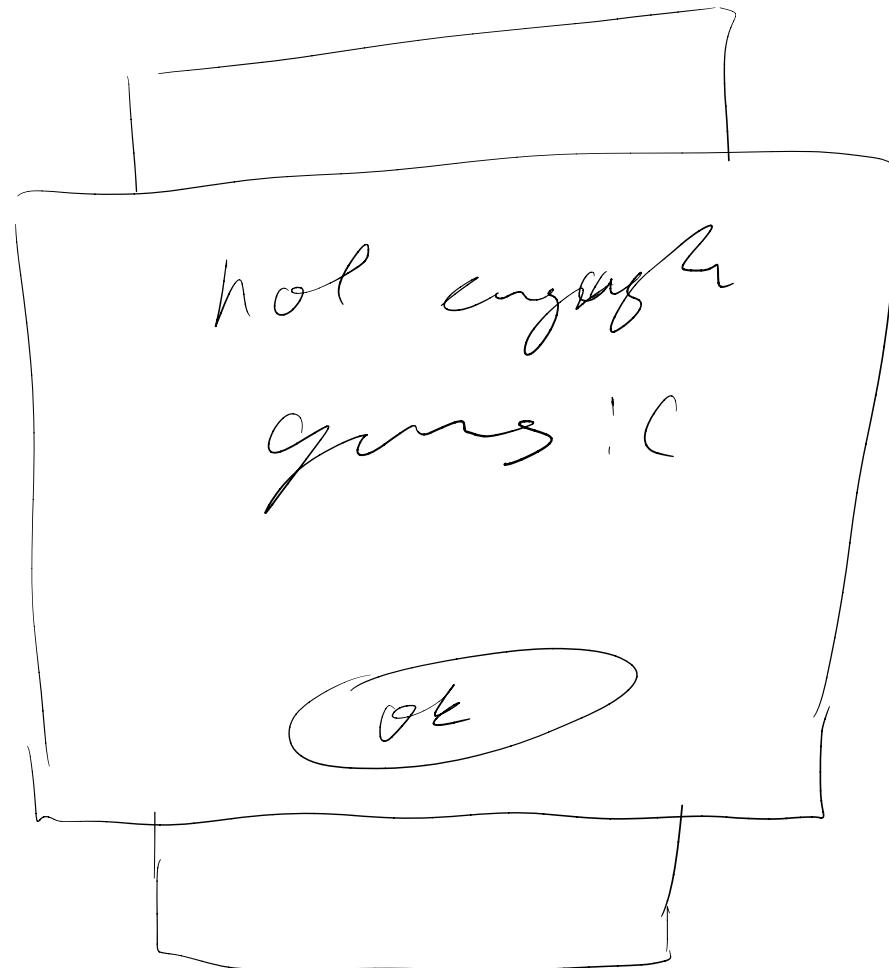
comes to [] pack



pack page pop up
window

② Here

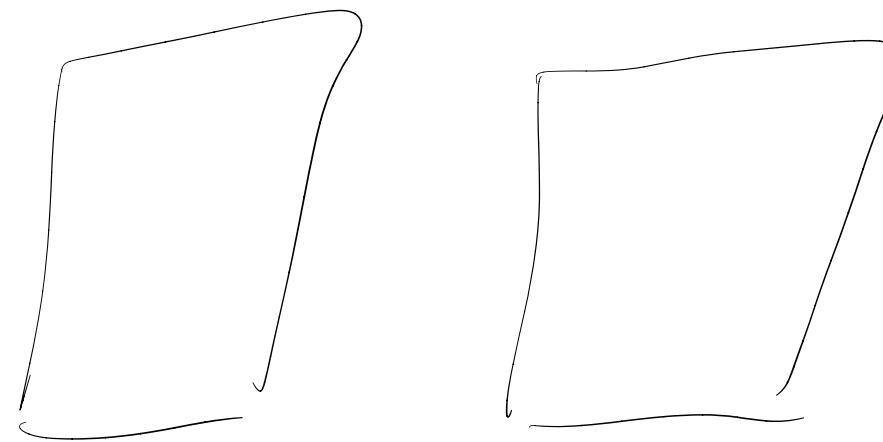
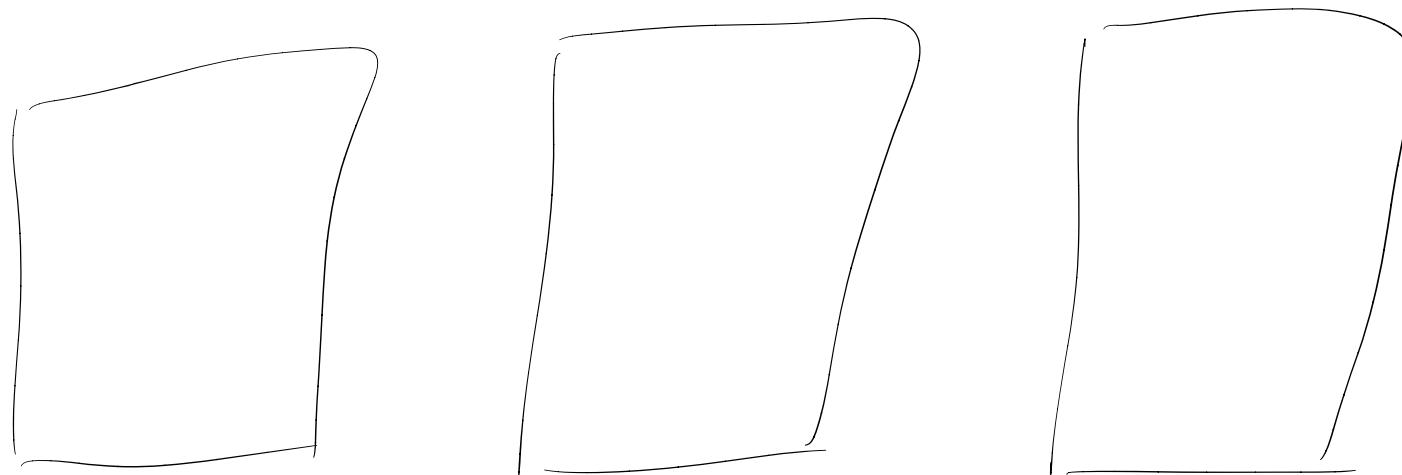
curr pbs



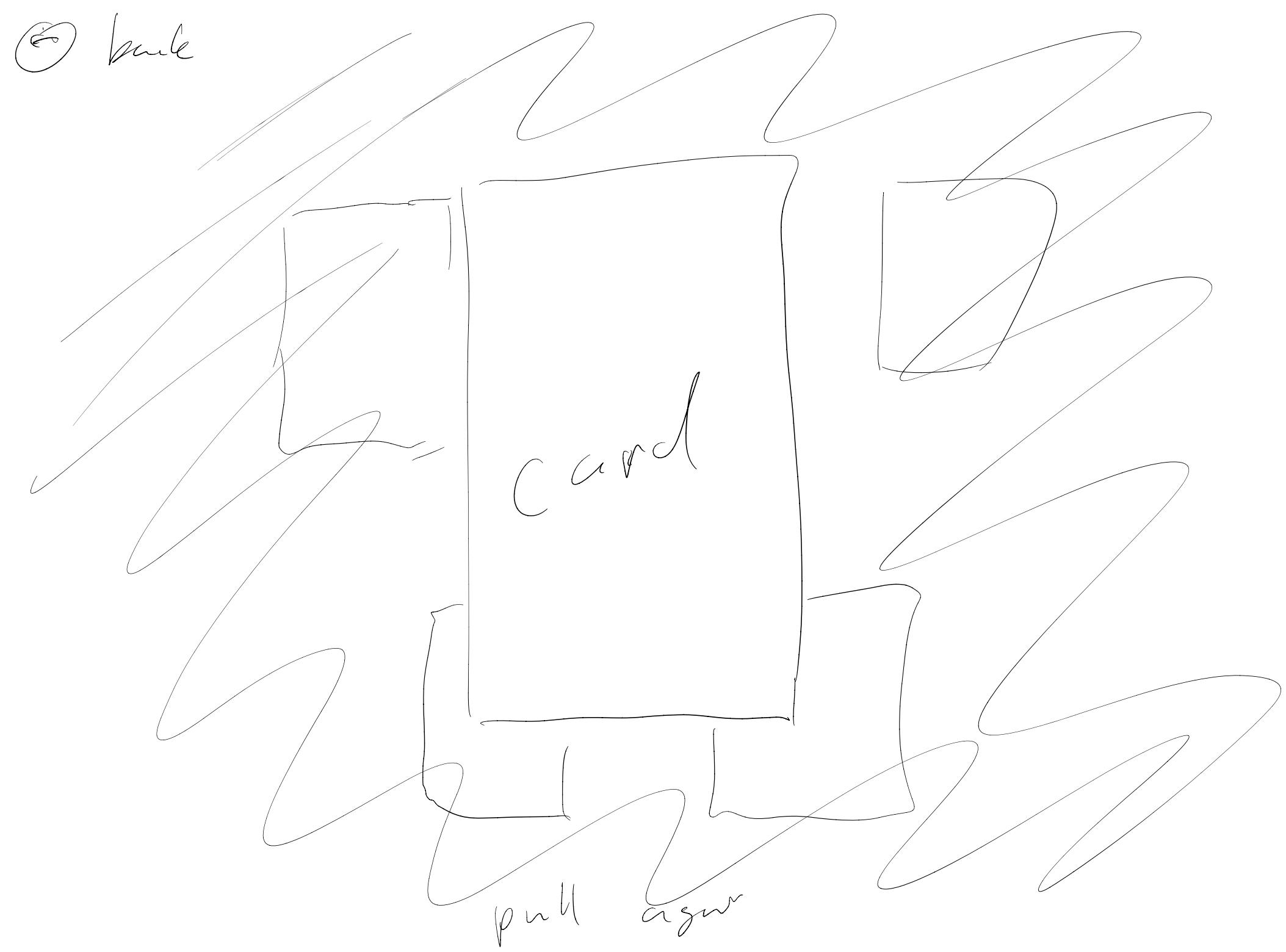
null

null w

⑥ back



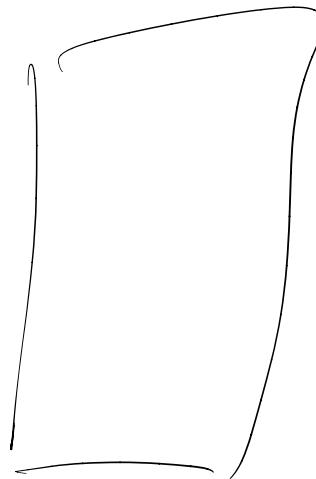
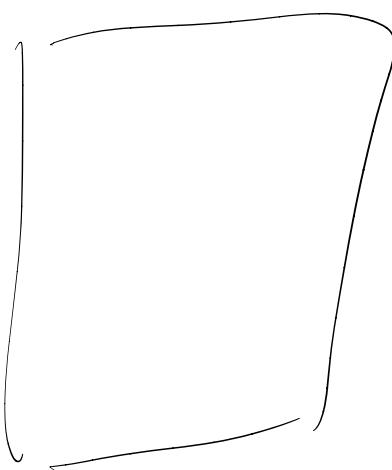
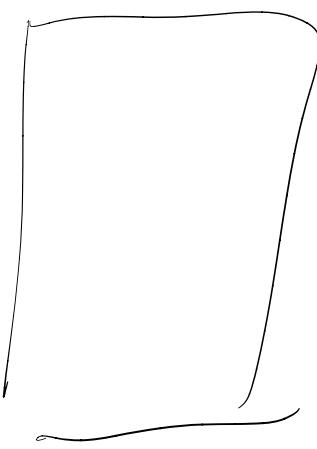
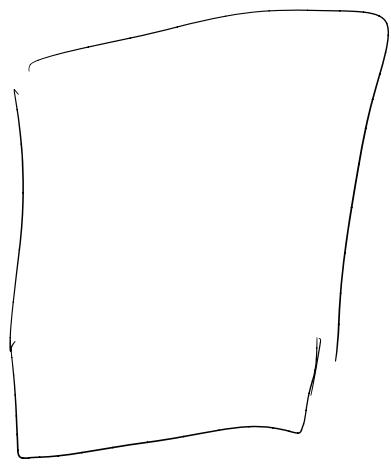
pull again



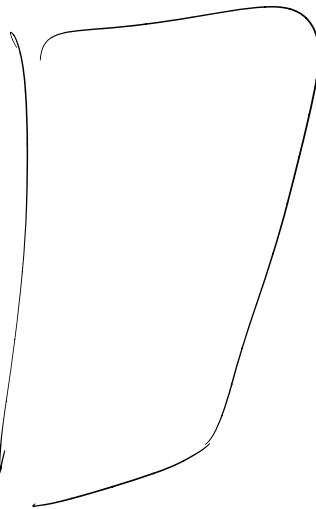
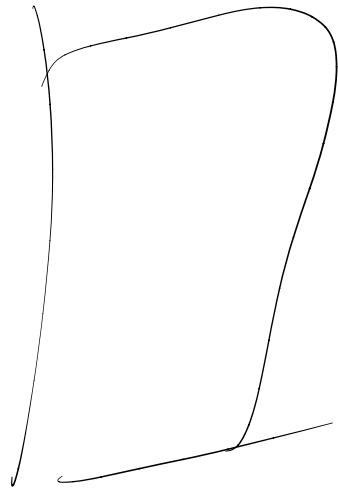
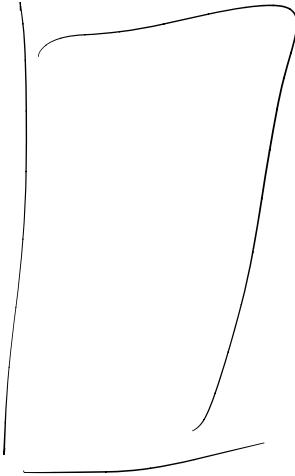
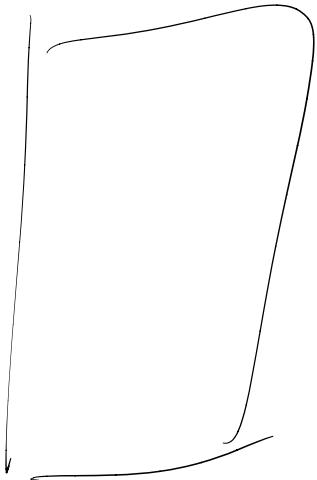
⑥ Home

Collector

⑦ current ⑧ process
Sort: A-Z ↴



1
2

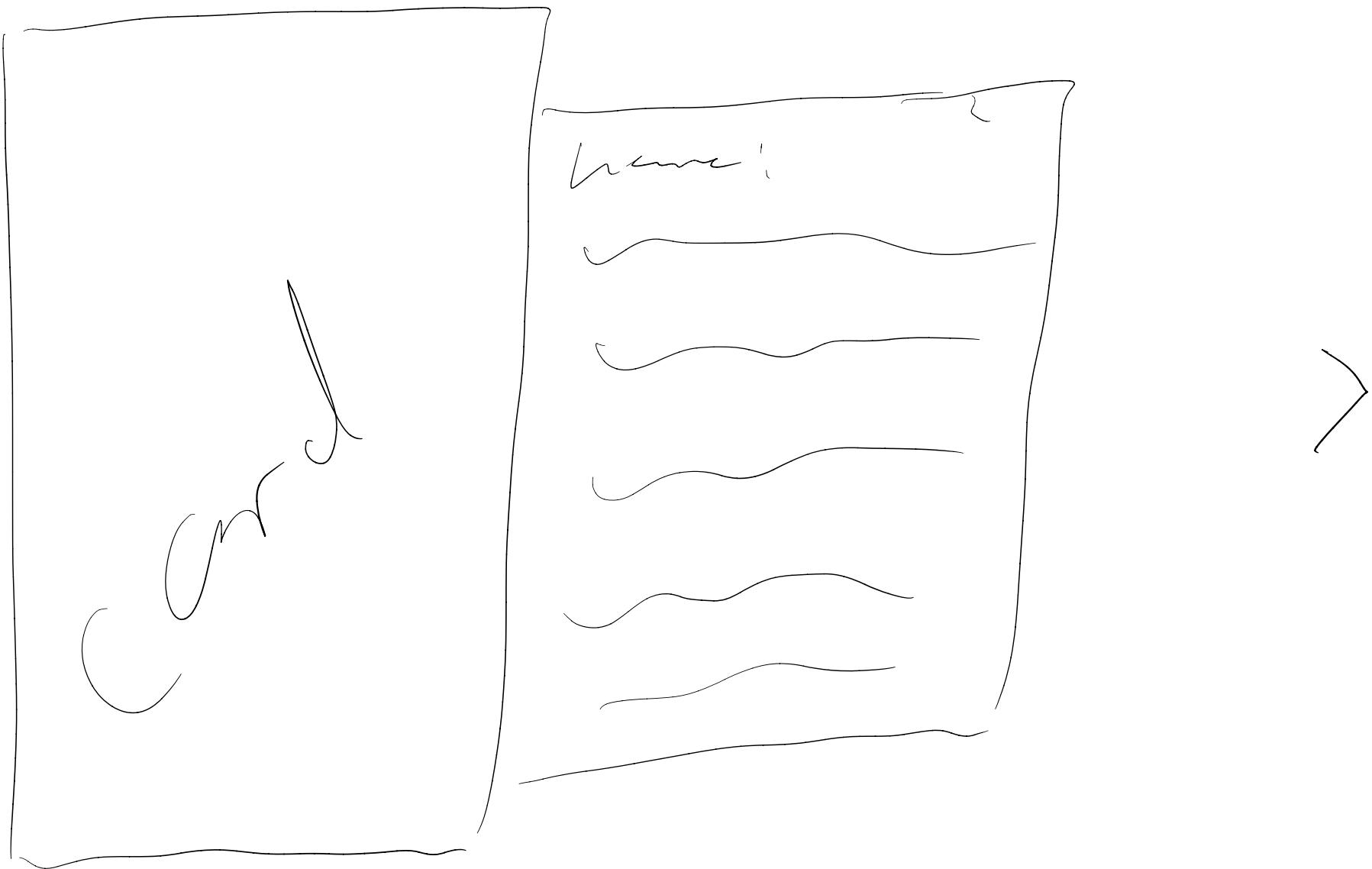


1
2

Collector

← back

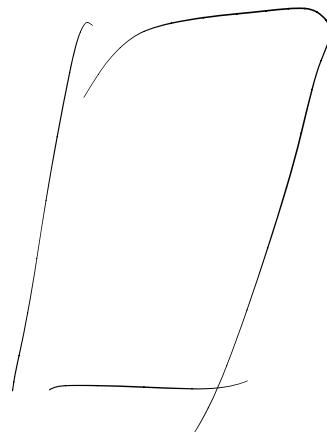
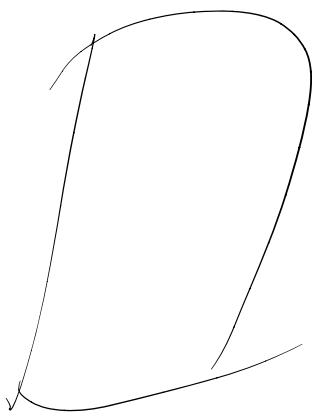
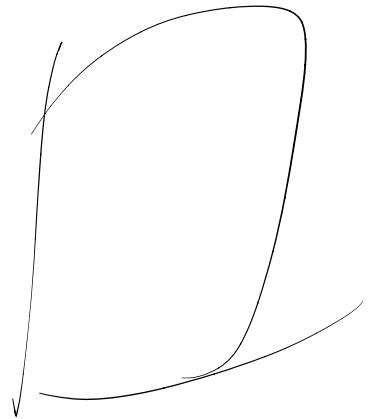
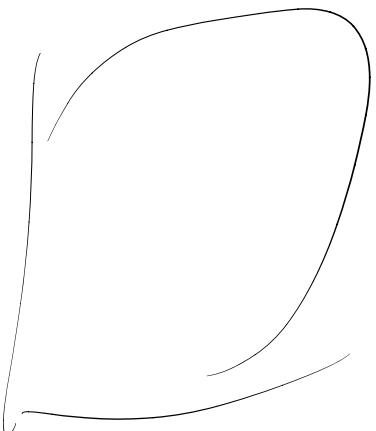
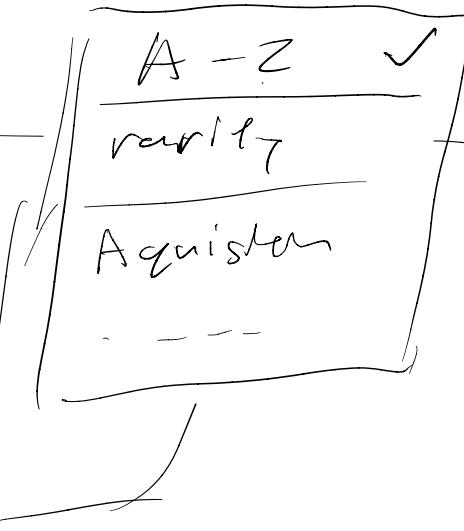
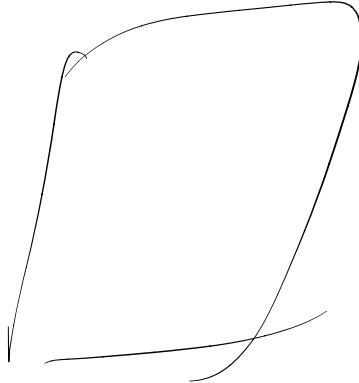
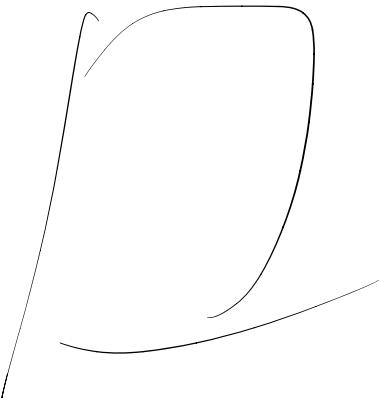
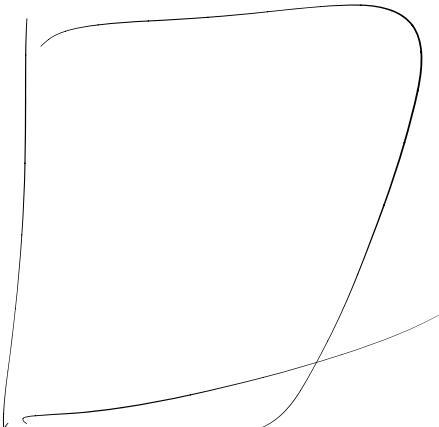
↔ curves □ pink



(c) home

collect

◇ correct parts



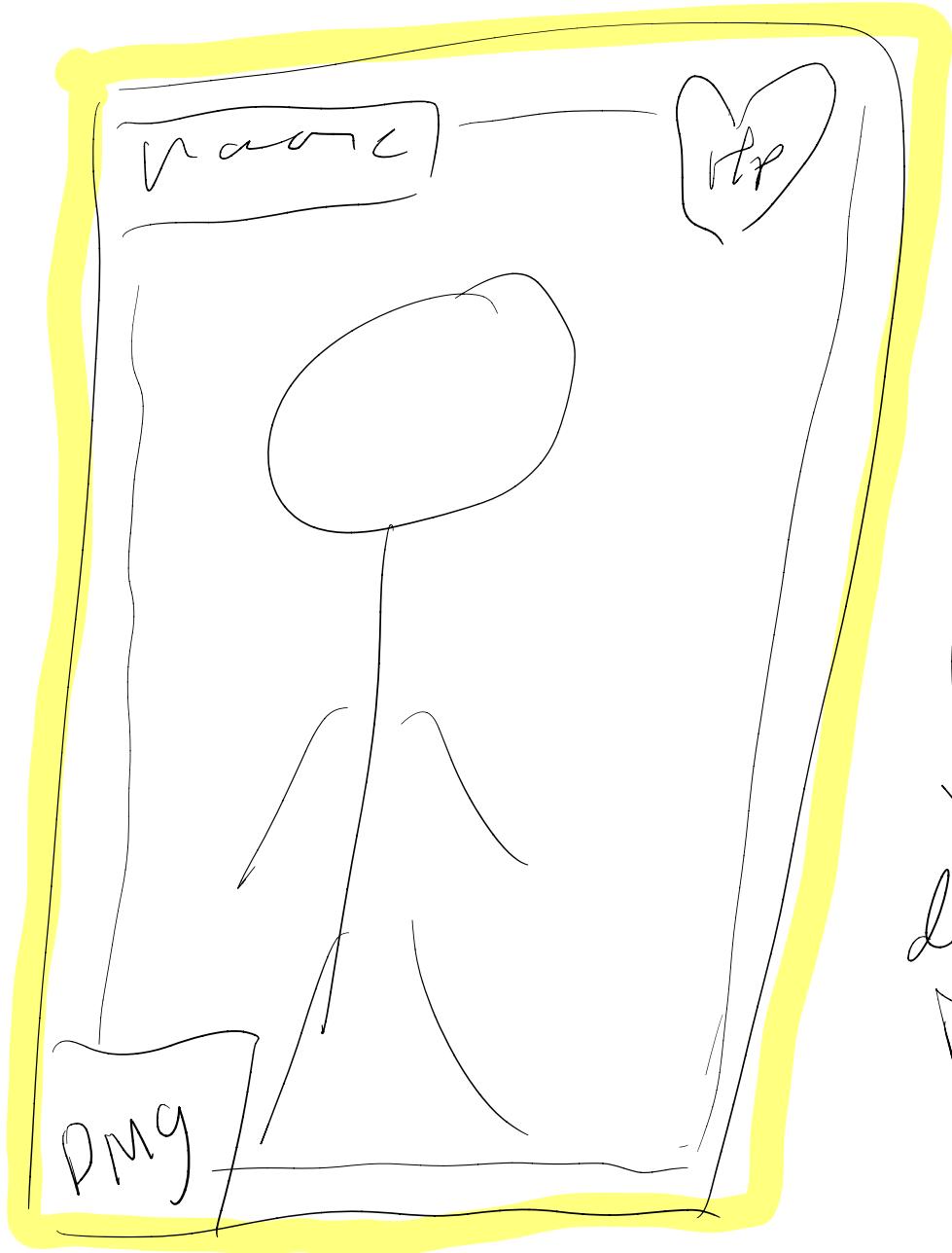
Card Spectrally

Design #1



Glow color
based off of
reactivity

design # 2



over
will be
described
in part

Design #3



design #4

