Feature architecture flow diagram for End of Race Screen

Input Data (Mock for now)

Race race
UUID playerId

UIPageBase.cs
{abstract}

EndRacePage.cs

- Race race
- EndRaceScreenView view
- Button skipButton
- Button continueButton

+ OnSkipButtonClicked(EventBase obj): void
+ OnContinueButtonClicked(EventBase obj): void
+ GoToRewardsPage(EventBase obj): void
+ MoveToResultsPage(): void
- Populate(): void
- PopulateResultsPanel(bool isShowPodium): void
- PopulatePerformancePanel(): void
- IsPlayerOnPodium(): bool

EndRaceScreenView.cs

- PopulateResultsPanel(CompletedCompetitionData, bool isShowPodium): void
- PopulatePerformancePanel(): void
- PopulateRaceData(): void
- PopulatePodium(): void
- PopulateLeaderboard(): void
- CreateLeaderboardRow(): LeaderboardRow