Conflict Specifications Clarification:

Gift System,

> gifts offered to '5 different facebook friends'  
What will happen if player selects less than 5 friends in friends selection window popup? And if more than 5 friends selected?  
Do the gifts still be sent if it is less than 5 or more than 5 friends selected?

*Answer:*

*—> player should select a MINIMUM of 5 friends (A/B/C/D/E) to be able to send each one of them 1 gift. The player will then receive 1 gift in his own gift box*

*—> if* ***less*** *than 5 friends selected (for instance 3), then the 3 friends selected will receive each 1 gift. But the sending player WILL NOT RECEIVE anything back in his gift box. The message should clearly state « Offer 1 gift to 5 friends and receive 1 gift! »*

*—> if****more****than 5 friends selected (for instance 8), then the 8 friends selected will receive each 1 gift. But the sending player WILL RECEIVE ONLY 1 GIFT back in his gift box. The message should clearly state « Offer 1 gift to 5 friends and receive 1 gift! »*

> 'one time per day a player may freely offer 5 gifts to 5 different facebook friends simultenaously'

What will happen if let say the player already sent 5 friends for today and he clicks the button again in the level screen? Do we need to display pop-ups to inform the player « You already sent gifts for today"?

*Answer:*

*—> Yes, a message should appear and send « You may only send gifts 1 time per day. Please send them tomorrow! »*

Also what will happen if player sent less than 5 gifts on that day, are we still going to allow him to send gifts on that day?

*Answer:*

*—> if****less****than 5 friends selected (for instance 3), then the 3 friends selected will receive each 1 gift. But the sending player WILL NOT RECEIVE anything back in his gift box. The message should clearly state « Offer 1 gift to 5 friends and receive 1 gift! »*

—> Yes, a message should appear and send « You may only send gifts 1 time per day. Please send them tomorrow! »

Chocolate coins Daily Contest,

>it is specified that "Each day a player logs in, he can win X chocolate coins if player establishes a new personal best score on any level"

What will happen when player doesn't succeed in beating its best score?

For example, if user logins on specific day, Day+2 ,but did NOT reach a new best score on any level; So when he next logins(other day) does it reset on day D?

*Answer:*

*—> Yes, when you fail in beating your best score then you DO NOT WIN anything and the system reset to day D*

*—> only when you set a new best score then the message appears “Congratulations, this is a new best score. You win X chocolate coins. And tomorrow it will be X+5!”*

*—> there was a mistake in the word document on « chocolate coins daily contest » paragraph e). If you win on D+4 the message should only state “Congratulations, this is a new best score. You win 25 chocolate coins. See you tomorrow » and then it credit 25 coins to the player and the system resets to day D..*