**A) Level end statistics:**

The Level end stats should always appear at the end of a level:

- if level is completed then it’s « LEVEL COMPLETED » screen, same stats as usual, ie score / best score / level leaders

- if level is not completed it’s « LEVEL FAILED » screen, same stats as usual, ie score / best score / level leaders

A level is FAILED when the player has not completed the 10 challenges AND is not willing to purchase extra hits/seconds to try to finish the level. Then, after clicking NO to purchase button, the « LEVEL FAILED » screen appears.

**« Level failed » and « level completed » have the same structure:**

They have 1 cross on top right: when you click on it and close the box, then it send you back to the LEVEL MENU

They have 3 buttons on the bottom:

- retry

- share with friends

- next level

If you click on « next level »:

- if Level Completed then it sends you to Level N+1

- if Level Failed then it proposes to unlock the Level N+1 for 60 chocolate coins: Yes or No. If yes then Level N+1. If no then back to « level failed » screen.

**B) Main screen button:**

Please merge the 2 buttons « play solo » and « play duo » into a single one « Play SOLO or DUO »

**C) Menu button on the hat of the baker**

Please make sur that the player LOOSE 1 life when he clicks on Menu button while he is playing a challenge.

All games make you loose a life when quitting.