Main Animations (More Elaborate)

1. Purchasing Gems:
   * Eye-catching animation when buying gems.
   * Visual effects for adding gems to the wallet.
2. Earning Cash:
   * Prominent animation when winning cash.
   * Effects accompanying the addition of cash to the wallet.
3. Cash Withdrawal:
   * Special animation for the withdrawal process.
4. Winning a Tournament (1st, 2nd, and 3rd Place):
   * Unique and differentiated animations for each position, with the most important obviously being 1st place.
5. Unlocking Tournament Mode:
   * Animation of unlocking a lock for access to tournament mode.
6. Ties in Tournaments:
   * Specific animation for ties in tournaments, creating an animation for this event, should generate a lot of suspense and anxiety.
7. Shopping in the Store (Packs and Offers):
   * Animation for acquiring packs or offers in the store, each pack and each individual item you purchase should have its own animation.
8. Unlocking Different Types of Tournaments:
   * Animation for unlocking new types of tournaments (intermediate, advanced, mythical, etc.).
9. Entering the Tournament:
   * An animation of loading when entering the tournament to prepare all players.
10. Tournament Conclusion:
    * Create an animation for the conclusion of the tournament.

Secondary Animations (Simpler)

1. Leveling Up in Free Mode:
   * Simple animation when advancing a level. Not too different from what we already have implemented, but perhaps animate the level button as well when you manage to surpass it.
2. Winning Keys (Opening Chest):
   * Animation of a chest opening to reveal keys, this can be used when you obtain keys through the spin or when you get prizes through the gift on reaching 10 levels. The common animation should be the keys going to the wallet and adding up the amount you have, this is the animation you will use each time you level up in free mode.
3. Reaching Level 10 in Free Mode (Gift Delivery):
   * Animation of a gift opening upon reaching level 10.
4. Viewing Reward Within the Game:
   * Simple animation to view the reward for watching an ad.
5. Spin (Prize Wheel):
   * Animations for each result on the wheel: Gems, Lamps, Hammers, Rockets, and Keys.
6. Shimmering Movement on Buttons:
   * Animation on the edges of buttons.
7. Player Level Change (Silver to Bronze, etc.):
   * Animation to indicate the player's level change. Something like the medal spinning and changing levels.
8. Transitions in Free Mode and Returning to Home:
   * Create smooth transitions when starting the level in free mode and when returning home.
9. Sounds in Animations:
   * Regarding the sound in animations, if you have a good animator, I can trust that they will use appropriate sounds for each animation, otherwise I could send you the sounds, but I think it's better for the animator to work with their own sounds for a better result.
10. Hints:
    * When using a hint, make a small animation like the reference showing the letter or word. For example, when you use the hammer it could make an animation hitting the chosen square and the letter appears, the lamp a lamp exploding in the square, etc.
11. Grill:
    * When there's only one last word to discover, make a small animation in the empty grid.
12. Circle Letters:
    * You should make the circle of letters animated, that is, make it beat like the reference.
13. Butterflies:
    * By this time, we will have changed the name and icon of the butterflies, but I want that when collecting a butterfly, it makes a small animated sparkle or something.
14. Tournament Background:

\* The background of the menu in the tournaments section, where you will see all the available tournaments, I want the animated background to have the banknotes in the background falling

1. With little time remaining in the tournament, the stopwatch should stand out, something like swelling, as all types of metronome tend to do when there is little time left in a situation. And at the end a nice Finished text should appear.

UI Design:

1. The spin, the accumulated number of spins should be visible outside the icon (like the reference).
2. Adjust the size of the referred icon inside the circle as there is space that can be fixed, the same with all icons that have the same issue.
3. The medals of the user profile, I will send you a design for each category (Bronze, Silver, Gold, and Mythical), this will work for later matchmaking. If you due to the animation of this need to make your own design, no problem.
4. We will change the icon and name of the butterflies to something else I will provide you.
5. Shopping store, you need to center the banner of remove ads and wow club, on my phone it looks misaligned, also remember that in both you do not have to show the cost until you click on them, because I can change the price from the firebase console.
6. Change the colors of the store, it is well achieved but they exactly imitated the reference game and it may cause legal problems.
7. In the profile section, there are spaces between "Save progress" and the buttons below, avoid these spaces.
8. It must be adaptive for tablets.
9. Change image backgrounds in gameplay.
10. Center the bar with the gift on the free mode congratulations screen
11. Change icon Gift Rewards, I send you that, and the time put down to the icon not on top.
12. The design of the spin is not ugly, but if possible I would like to adapt it to the design of the application since it looks like a candy crash spin. Something like that: <https://www.google.com/url?sa=i&url=https%3A%2F%2Fsearch.muz.li%2FODE2ZjhjN2Zk&psig=AOvVaw3HEb2LxCRTrz0KLrlO4xvP&ust=1706894311571000&source=images&cd=vfe&opi=89978449&ved=0CBIQjRxqFwoTCPi8-PvSioQDFQAAAAAdAAAAABAF>
13. The tournament winner screen needs to be completely improved since it is very basic and ugly, plus it will be animated.