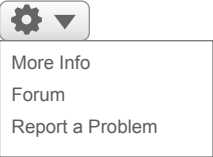


## Game Canvas - Option A / Variation 2

### 1. Gear Options

More Info - consider removing link to app profile pages



**Discussion point:** Do we want to display light management links in the gear? (ex. turn off updates, block game, remove game)

### 2. Recent Games

A list of the user's most recently played games will appear in this section. The count (#) displays the number of updates (requests & notification) for that game.

#### Recent Games

Happy Aquarium (3)

#### Minimum

If this is the first game that the user has installed, it will be the only game that is featured in the 'Recent Games' section

#### Recent Games

Happy Aquarium (3)

Neutrino (4)

Desert Blitz (2)

Millionaire City (5)

Birdland (1)

#### Maximum

A max of 5 games will display.

### 3. Ad

The ad will change upon page refresh. Do the ads rotate through x number of ads? Ad size and format: TBD

#### AD



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adipiscing elit, sed  
do eiusmod tempore.

### 4. Game Invites

One game update will display. Each invite will include the following: profile picture 50x50 px, invitation copy, and call to action. Note: The format of the module is subject to change based on the width of the column (TBD by visual designer)

The carousel will display no more than 5 items. If the user has less than 1 item, the carousel will not appear. If the user does not have any invites, this module will not appear.

#### Invites



**Karen Williams** has  
invited you to be your  
neighbor.

2 hours ago • via Market Street

[Accept](#)

