

Rewards component config example

```
config: {
  rewards: [
    { type: "coins", amount: 25, date: '2025-01-25T14:47:13.373Z', collected:
true },
    { type: "coins", amount: 50, date: '2025-01-26T14:47:13.373Z', collected:
true },
    { type: "coins", amount: 100, date: '2025-01-27T14:47:13.373Z', collected:
true },
    { type: "coins", amount: 200, date: '2025-01-28T14:47:13.373Z' },
    { type: "coins", amount: 300, date: '2025-01-29T14:47:13.373Z' },
    { type: "coins", amount: 500, date: '2025-01-30T14:47:13.373Z' },
    { type: "coins", amount: 1000, date: '2025-01-31T14:47:13.373Z' },
  ],
  achievementStep: 2,
  progress: {
    current: 12,
    range: [0, 30],
    steps: [
      {
        value: 0,
        title: "1",
      },
      {
        value: 8,
        title: "8",
        icon: "chest-wood"
      },
      {
        value: 15,
        title: "15",
        icon: "chest-blue"
      },
      {
        value: 22,
        title: "22",
        icon: "chest-purple"
      },
      {
        value: 30,
        title: "30",
        icon: "chest-gold"
      }
    ]
  }
},
}
```

achievementStep

progress

rewards



Spin component config example

```
settings: {
  sections: [
    { color: '#FE0E73', amount: 200, type: "coins", probability: 10
  },
    { color: '#7815FC', amount: 300, type: "coins", probability: 10
  },
    { color: '#FE0E73', amount: 400, type: "coins", probability: 10
  },
    { color: '#7815FC', amount: 500, type: "coins", probability: 10
  },
    { color: '#FE0E73', amount: 600, type: "coins", probability: 10
  },
    { color: '#7815FC', amount: 700, type: "coins", probability: 10
  },
    { color: '#FE0E73', amount: 800, type: "coins", probability: 10
  },
    { color: '#7815FC', amount: 1000, type: "coins", probability: 10
  },
  ],
  coinsCount: 24384585,
  spinsAvailable: 3,
  winnerColor: "#2FFFFFF"
}
```

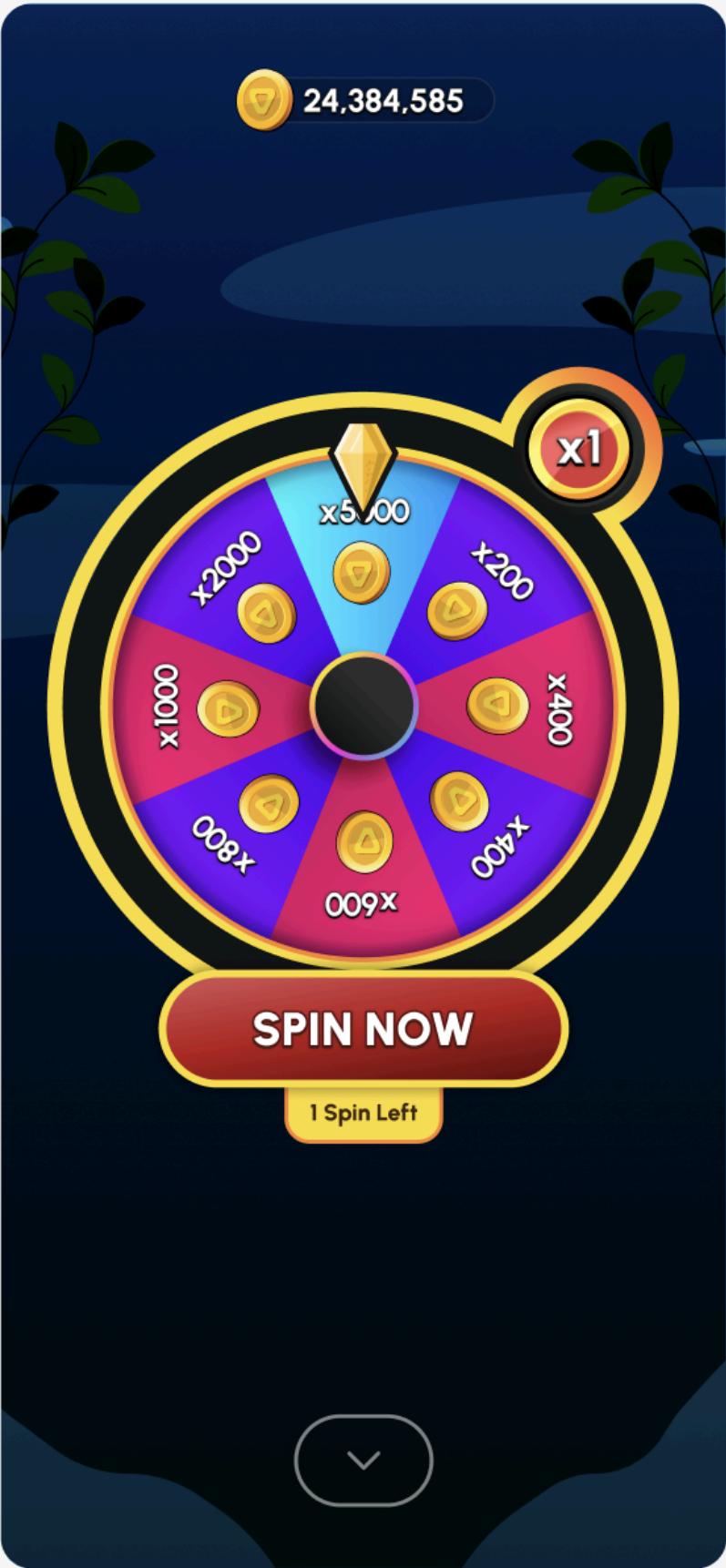
coinsCount

24,384,585

winnerColor

sections

spinsAvailable



Events:

SpinScreen component emits “win” event with payload of section

```
{ color: '#FE0E73', amount: 200, type: "coins", probability: 10 }
```

emits after user spins wheel

RewardScreen emits “reward” event with payload

```
{ type: "coins", amount: 25, date: '2025-01-25T14:47:13.373Z', collected: true }
```

emits when user collects reward