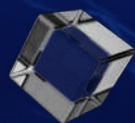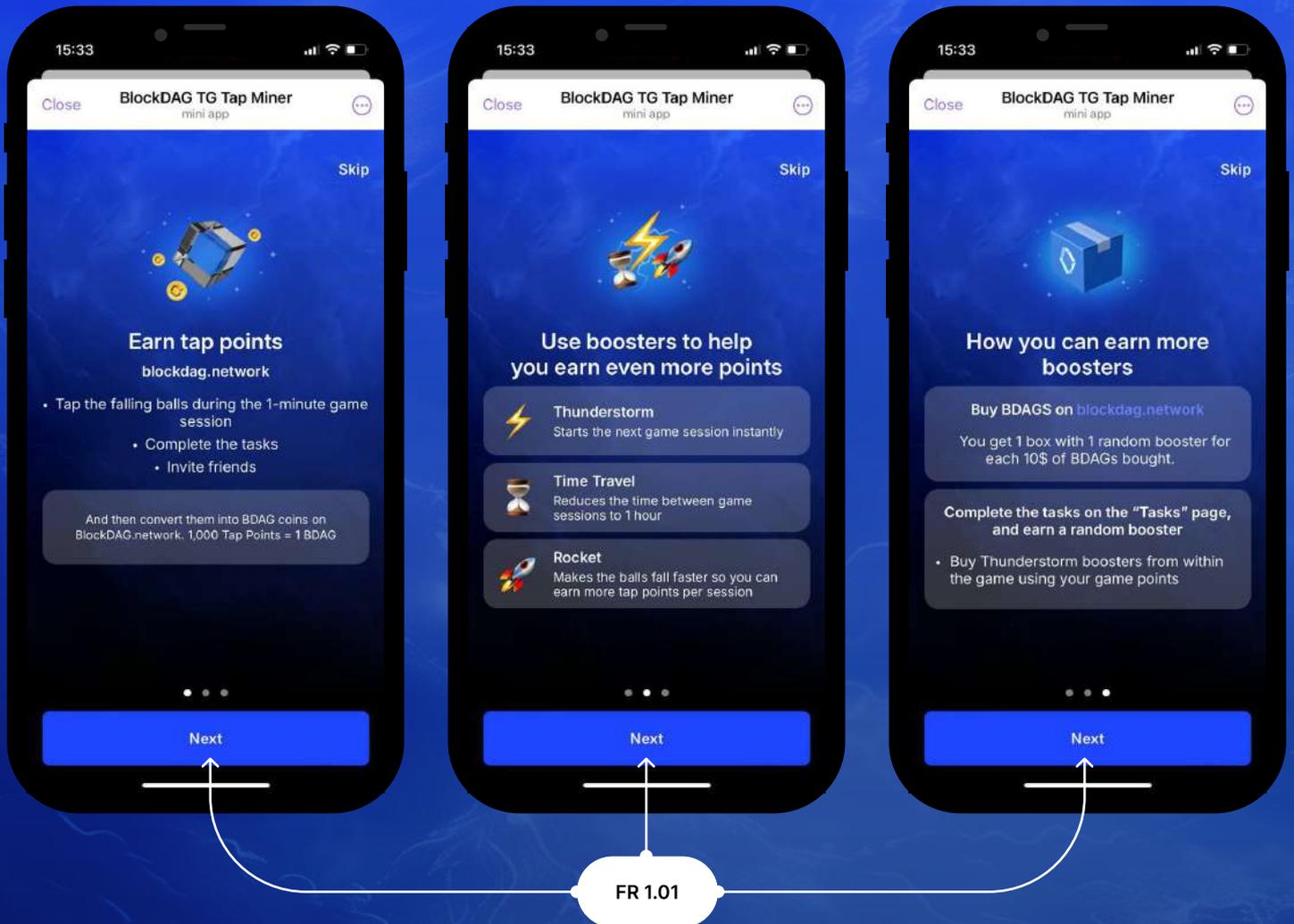# User Guide for BlockDAG TG Tap miner

BlockDAG

Phase 1 / Date: 22/08/2024

Onboarding screens


FR 1.01

Clicking on Next moves the player to the next stage of onboarding. Clicking on the last one opens the main screen of the game.

ⓘ The user must tap on the "Next" button on the app's onboarding screen. Passing the stages of onboarding will allow users to create an account on the BlockDAG application. This action must be performed once. Subsequently, the information can be found in the FAQ section.

Main screen

FR 2.01

FR 2.02

FR 2.04

FR 2.03
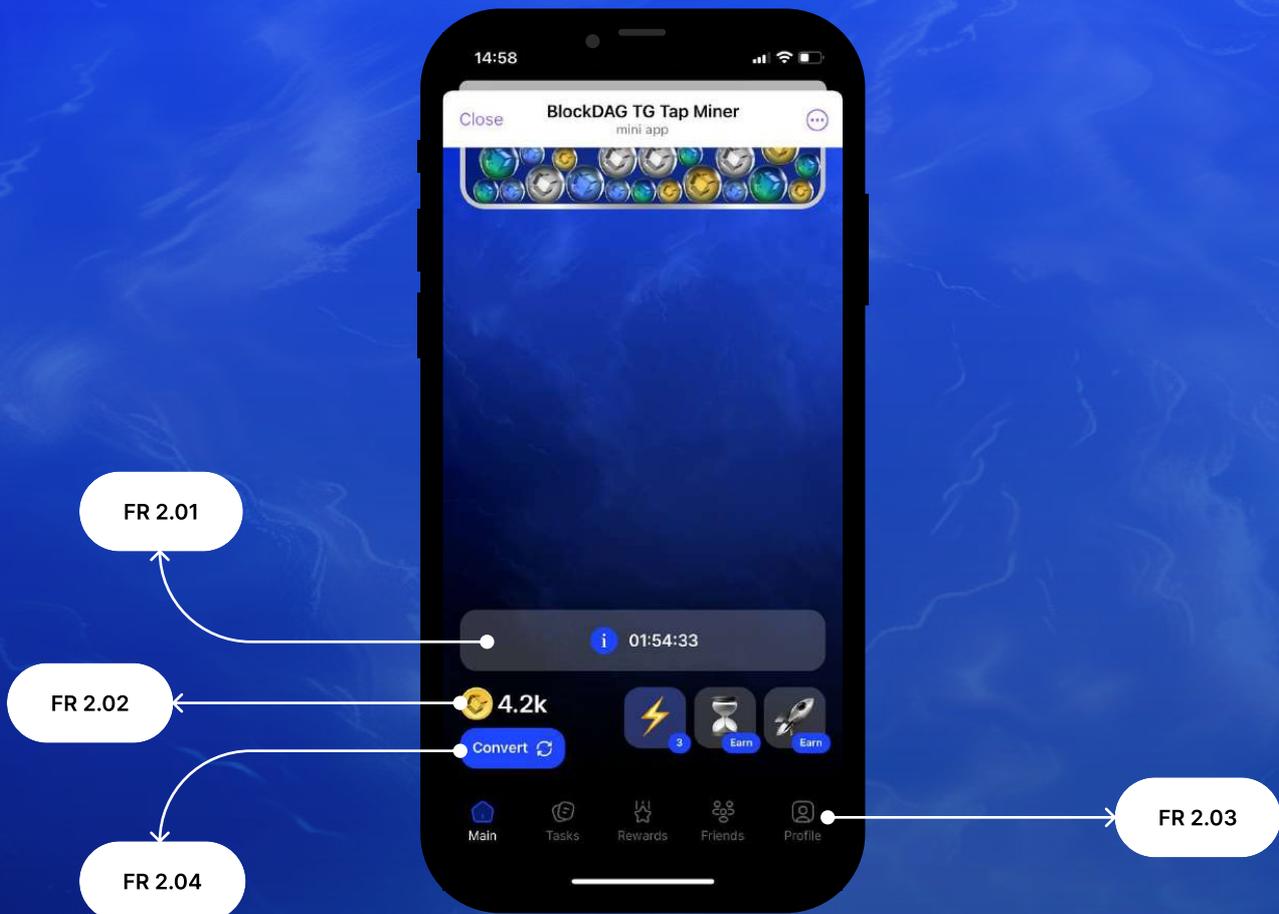
ℹ️ The user gets to the main screen after passing the onboarding.

FR 2.01

The countdown timer shows how much time is left before the game session. While timer is running, you can click on the info icon to find out the reward system during the game session. When the timer is over, you can start the game session by clicking on start.
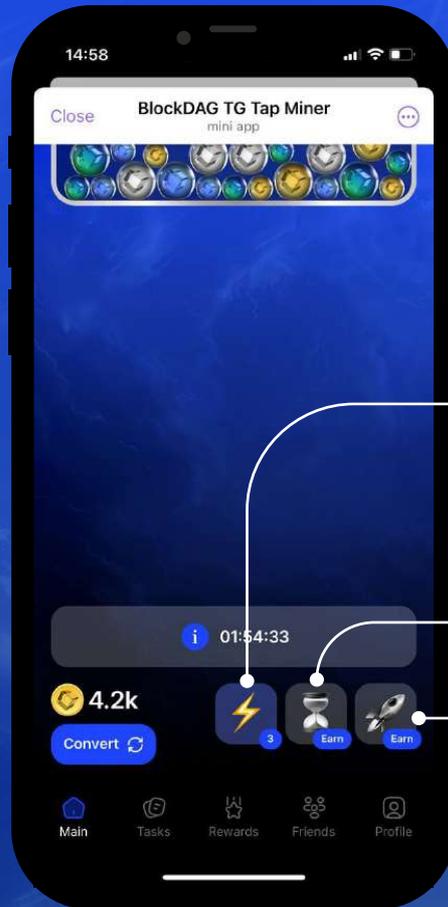
FR 2.03

Navigation through the sections of the game. "Main, tasks, Rewards, Friends, Profile". Clicking on each of them redirects to the corresponding section of the game.

FR 2.02

Displays the user's current balance in the in-game currency Tap points.

FR 2.04

Directs to a modal window for converting Tap points to BDAG.

Main screen (boosters)

FR 2.05

FR 2.05
The Thunderstorm booster. Clicking on it opens a modal window with a description of the booster's properties and confirmation of launch. If the user does not have it, the modal window contains a purchase button.

FR 2.06

FR 2.06
Booster "Time Travel". Clicking on it opens a modal window with a description of the booster's properties and confirmation of launch. If the user does not have it, it is redirected to the Tasks section.

FR 2.07

FR 2.07
Booster "Rocket". Clicking on it opens a modal window with a description of the booster's properties and confirmation of launch. If the user does not have it, it is redirected to the Tasks section.

Game session screen
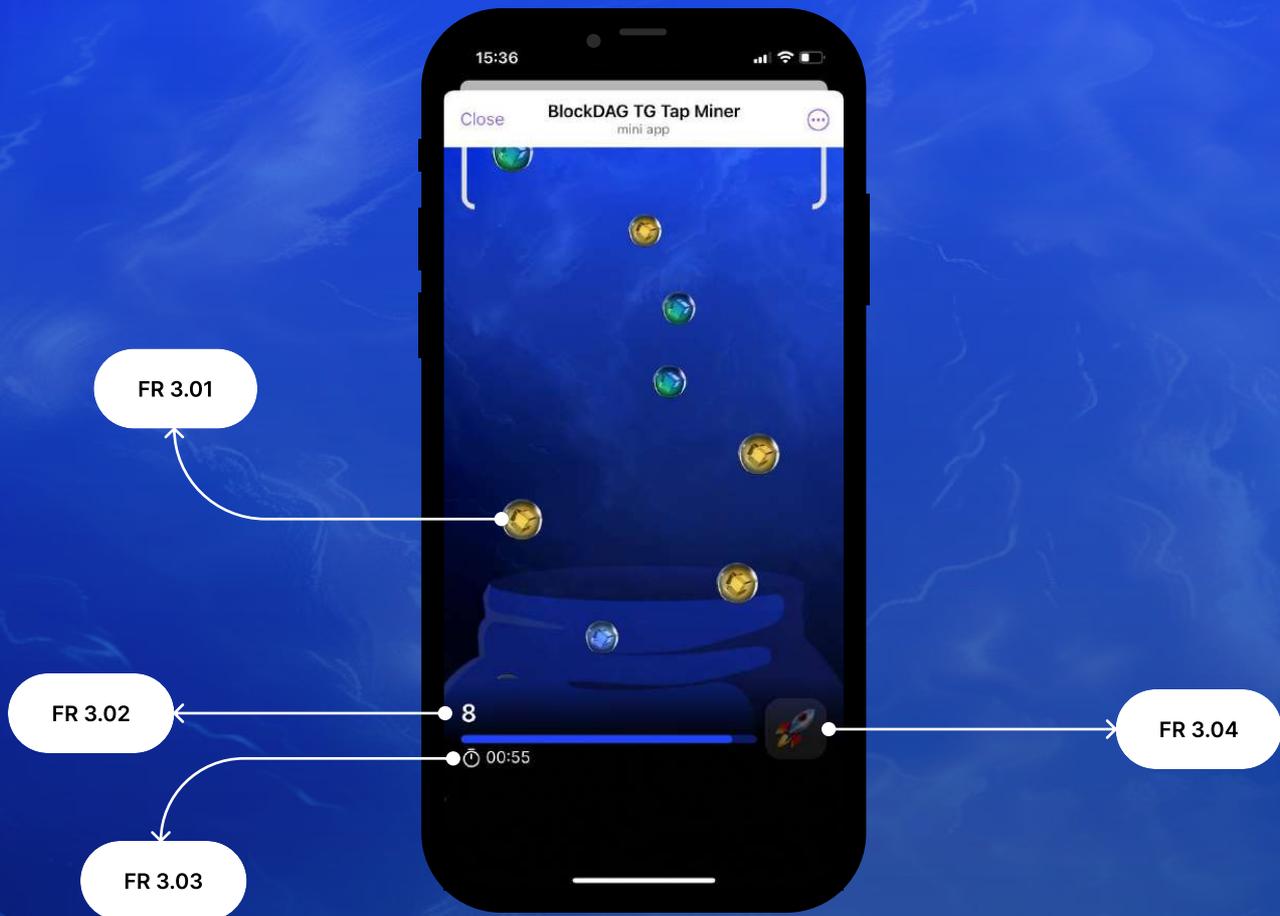
FR 3.01

Round multicolored objects - balls, they move from top to bottom in a random order. The user's goal is to tap Balls and get game currency. Depending on the color of the object, it contains a different amount of game currency.

FR 3.02

The user's account in the current game session. As the player taps balls, his score increases according to the value of each and turn into Tap coins.
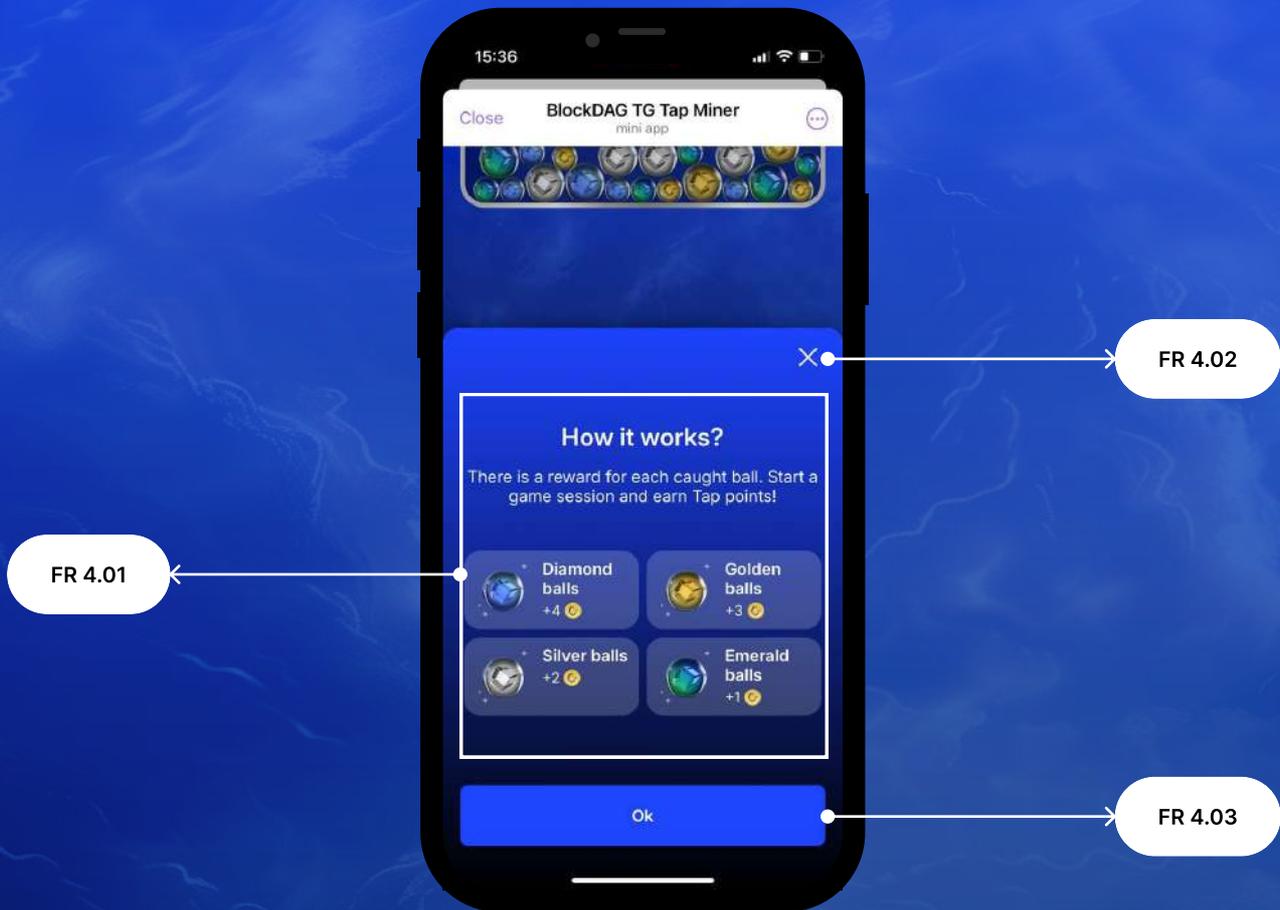
FR 3.03

Countdown to the end of the game session. It is measured in seconds. The strip under the timer visually shows the remaining time. If there are less than 10 seconds left, the stripe changes its color to red.

FR 3.04

Booster "Rocket". Clicking on it activates the booster without a confirmation window.

Modal before first session

FR 4.02

FR 4.01

FR 4.03

FR 4.01

Info about the reward for tapping balls during the game session.

FR 4.02

The button for closing the modal window.

FR 4.03

Start a game session.

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Modal after game session

FR 5.01

Close
BlockDAG TG Tap Miner
mini app

Congratulations!
Your Progress:
565 Tap points
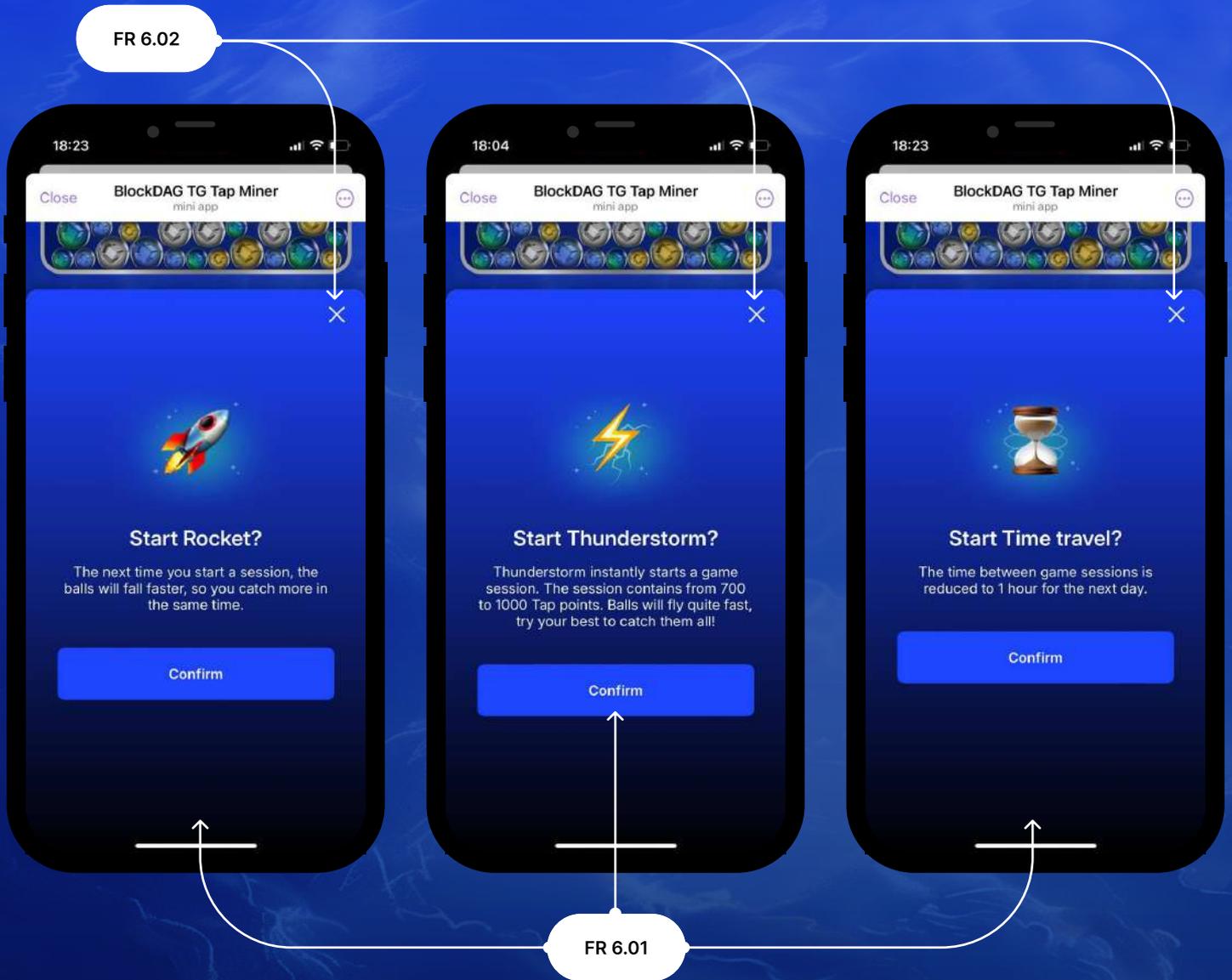The next session starts in two hours
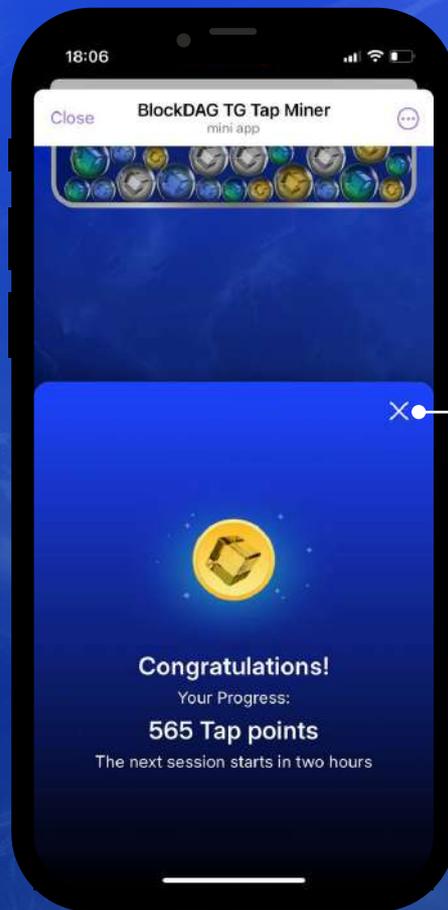
i The modal informs the player about the end of the game session and displays the reward in the amount of tap points.

FR 5.01

The button for closing the modal window.

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Modals for boosters info and confirmation

FR 6.02

FR 6.01

Start Rocket?

The next time you start a session, the balls will fall faster, so you catch more in the same time.

Confirm

Start Thunderstorm?

Thunderstorm instantly starts a game session. The session contains from 700 to 1000 Tap points. Balls will fly quite fast, try your best to catch them all!

Confirm

Start Time travel?

The time between game sessions is reduced to 1 hour for the next day.

Confirm

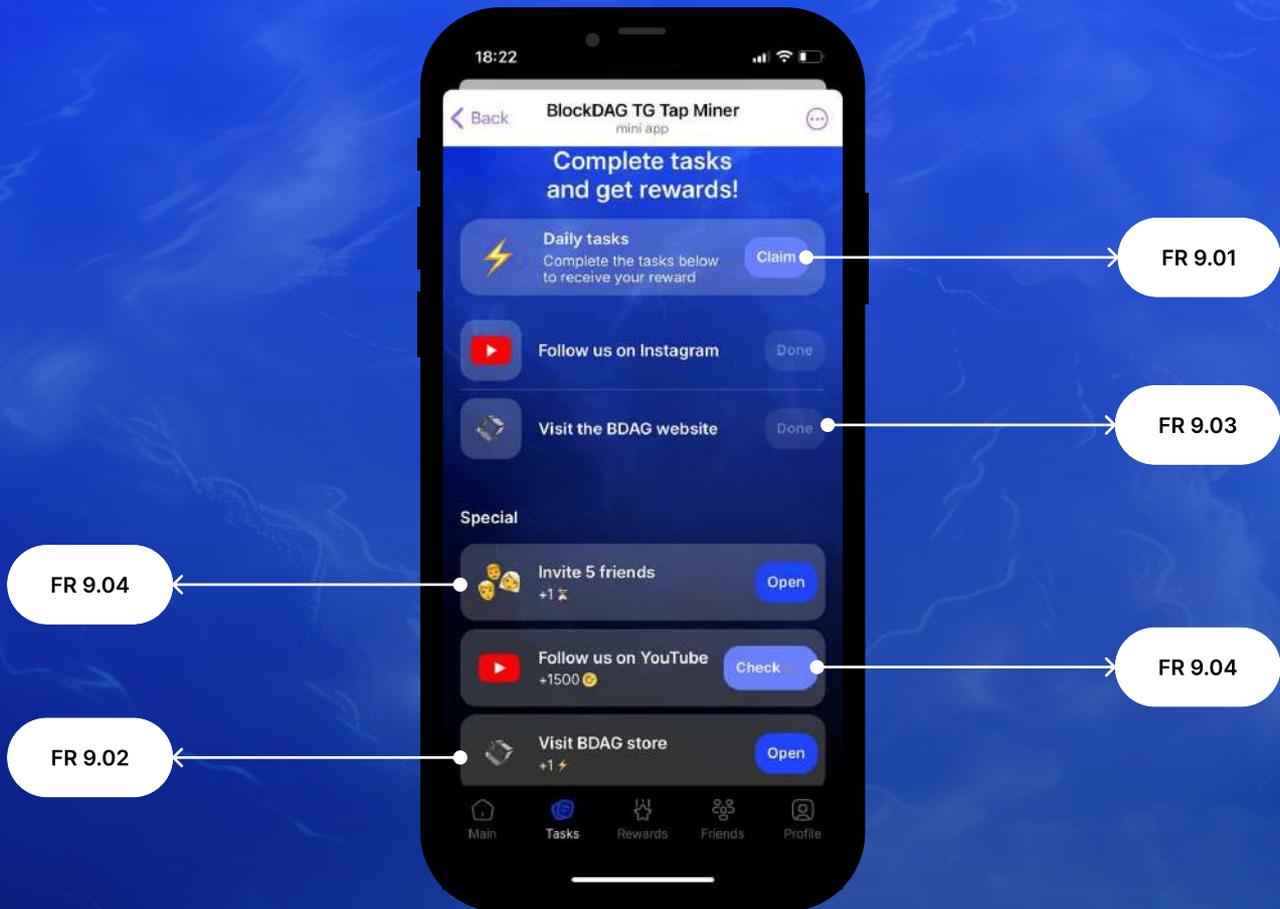i These modal windows explain the features of the boosters.

FR 6.01

The button to confirm the use of the booster.

FR 6.02

The button for closing the modal window.

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Tasks screen

The game has daily and special tasks. To get a reward for daily tasks, player needs to complete them all. Completing each special task will bring a reward to the player.

FR 9.01

After all the daily tasks from the list are completed, the Claim button becomes active. clicking on Claim awards the player a reward.

FR 9.02

If the task has not been completed yet, an interactive Open button is displayed next to the task. Clicking on Open initiates the target action - redirection by link.

FR 9.03

If the task is completed, a non-interactive Done button is displayed next to the FR task.

FR 9.04

Some tasks require verification of completion. In this case, the player must click on Check and the system will check the progress status.
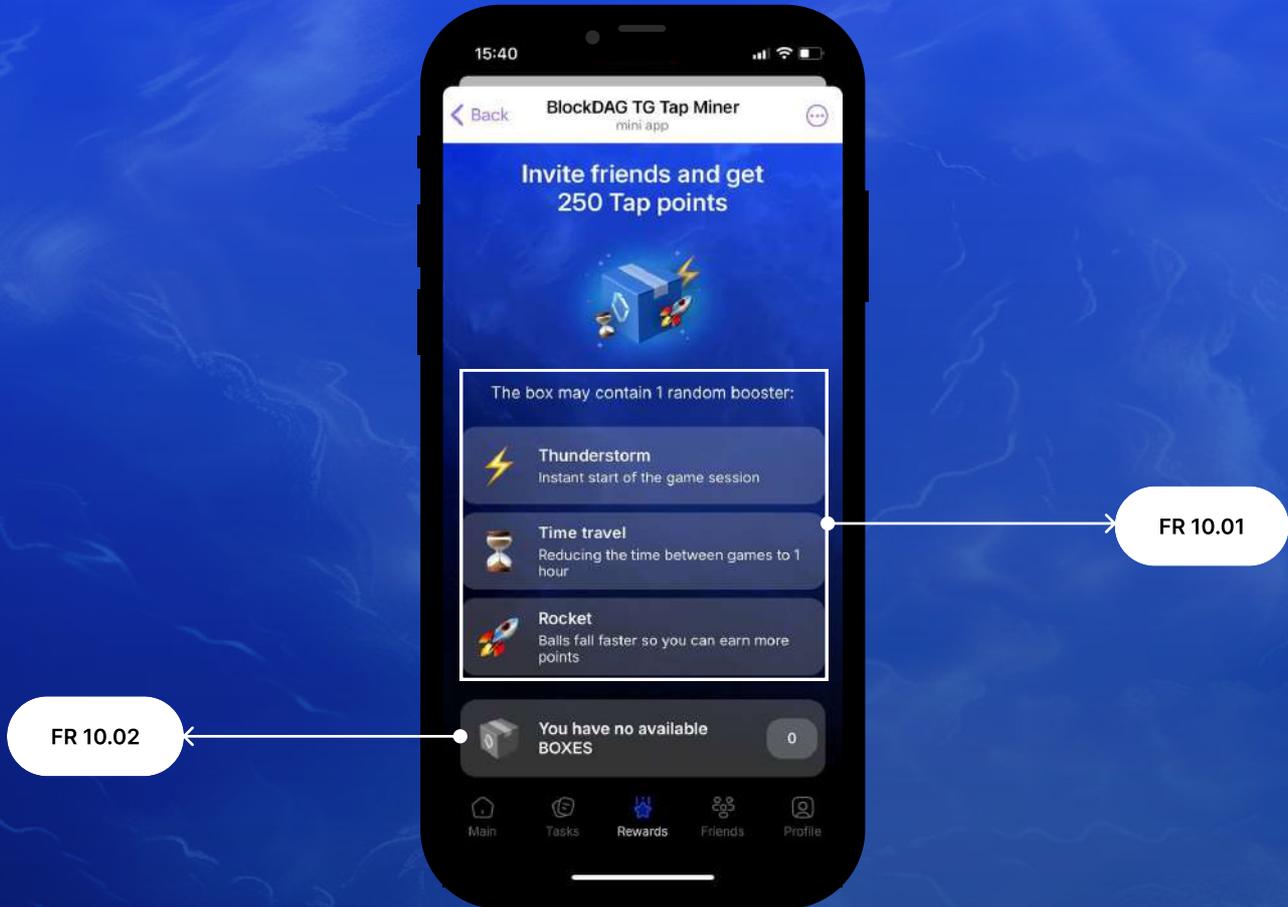
FR 9.05

Some tasks require actions within the game. If the conditions are not met, clicking on Open redirects the player to the desired section of the game.

Task is not completed
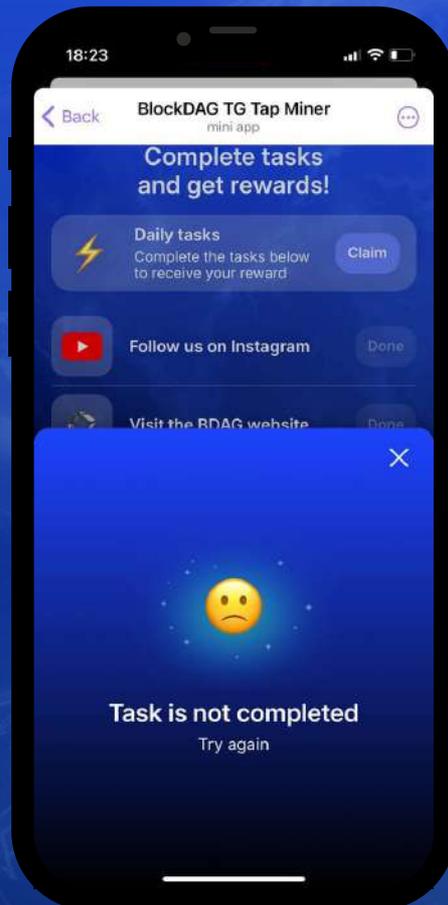
ⓘ If the task is not completed, the player sees a modal window with a message about it.

Rewards screen

FR 10.01

FR 10.02

ⓘ The rewards page informs you that for inviting friends, the player will receive a reward.
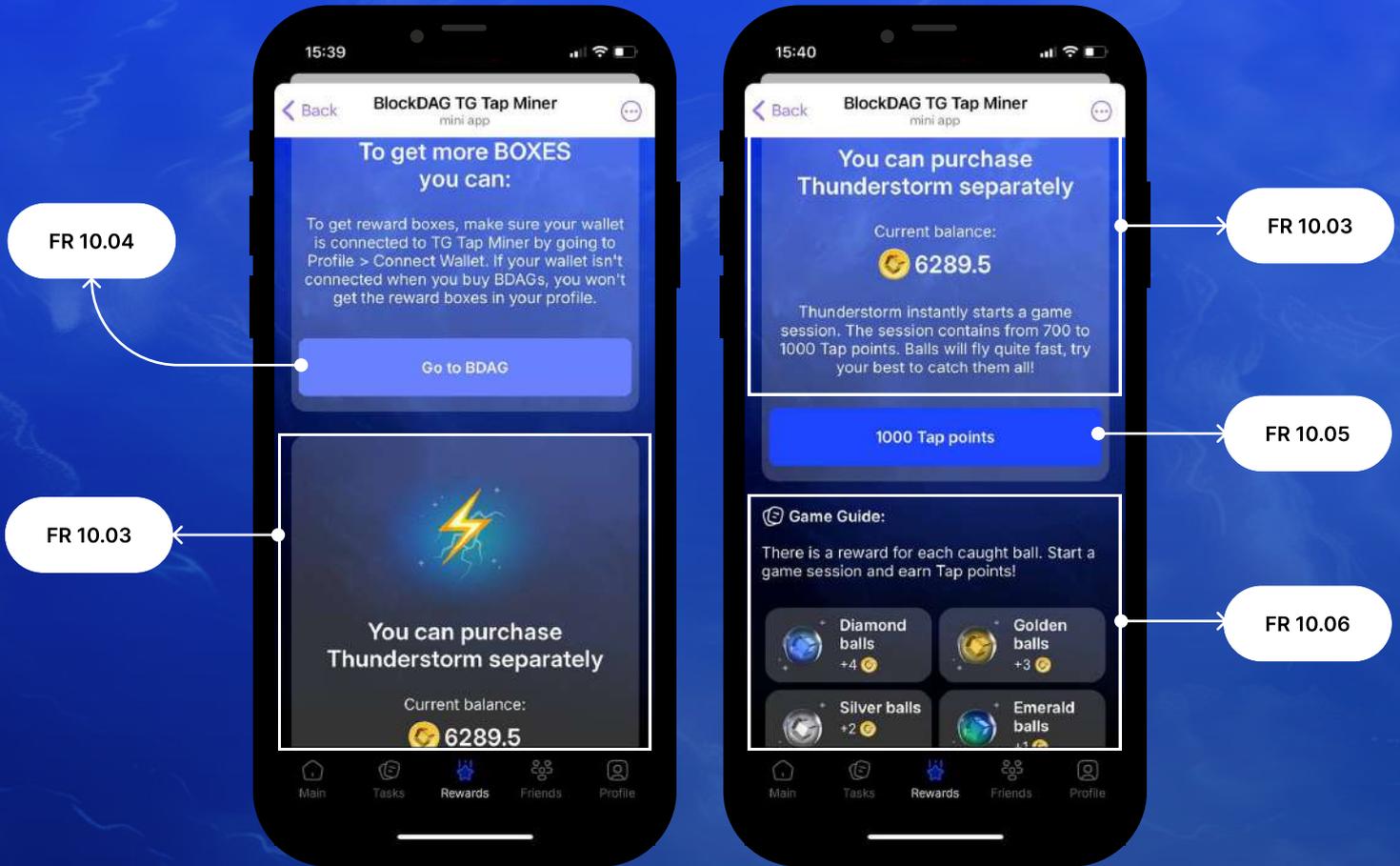
FR 10.01

Description of boosters that can be contained in a random box.

FR 10.02

Information that the player does not have any random boxes available.

Rewards screen

FR 10.04

FR 10.03

FR 10.03

FR 10.05

FR 10.06

FR 10.03

Informs the player that he can buy the Thunderstorm booster for the in-game currency - Tap points. The player's current balance and the purchase price of the booster are displayed.

FR 10.04

Redirects the player to the BDAG website.

FR 10.05

The cost of buying a booster. Clicking on the button debits the specified amount from the player's balance and charges a booster, which can be activated on the main page of the game.

FR 10.06

A reminder of the value of the balls that the player can "catch" during the game session.

Rewards screen and claiming Random boxes

FR 11.02
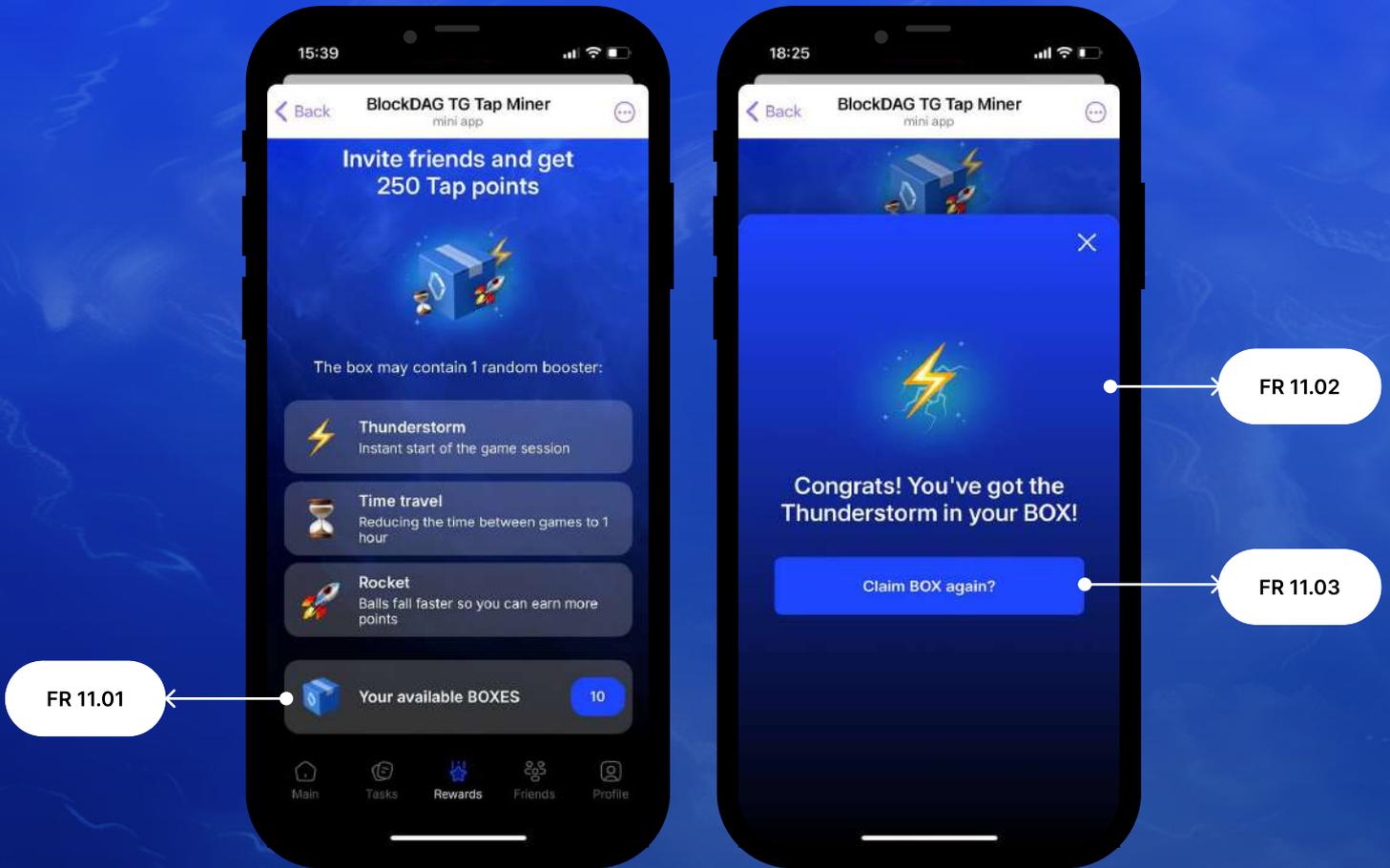
FR 11.03

FR 11.01

ⓘ If the player has fulfilled certain requirements, he can activate a random box.

FR 11.01

Clicking on "Claim boxes" activates a random box. Randomly, the player receives 1 of the 3 existing boosters.
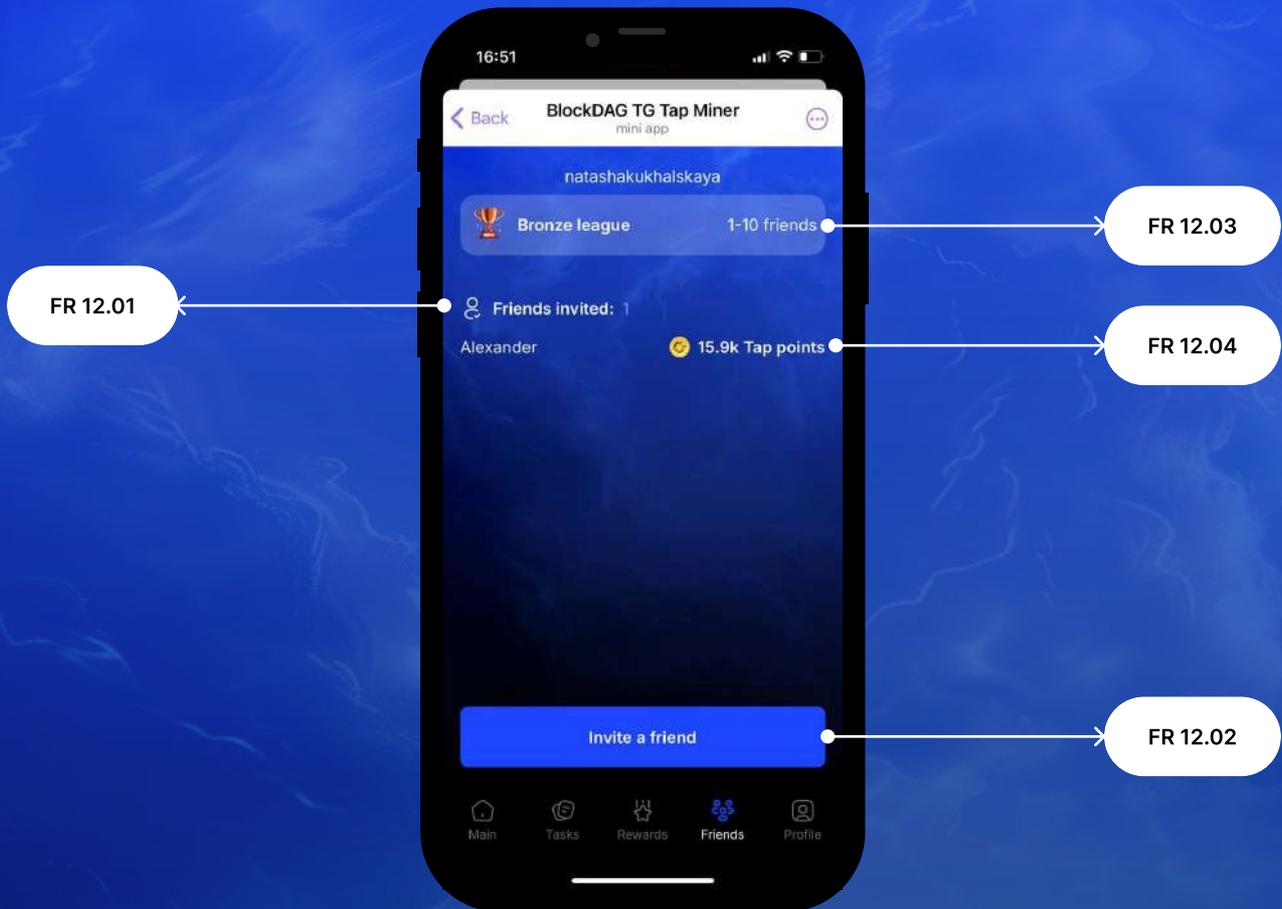
FR 11.02

The window displays which booster was found in a random box.

FR 11.03

If the player has more random boxes available, he can activate the opening of the next one from this modal window.

◈ BlockDAG

Friends screen

FR 12.01

FR 12.03

FR 12.04

FR 12.02

ℹ️ For inviting new players, the user receives certain rewards.

FR 12.01

The current number of players invited by the user.

FR 12.03

Displays the player's league, depending on how many users he has successfully invited.
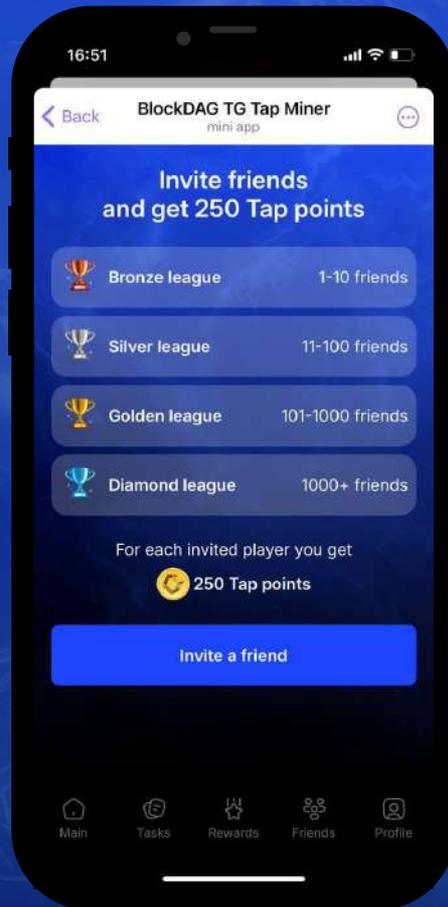
FR 12.02

Clicking on the button copies the invitation text and the link to join the game to the clipboard.

FR 12.04

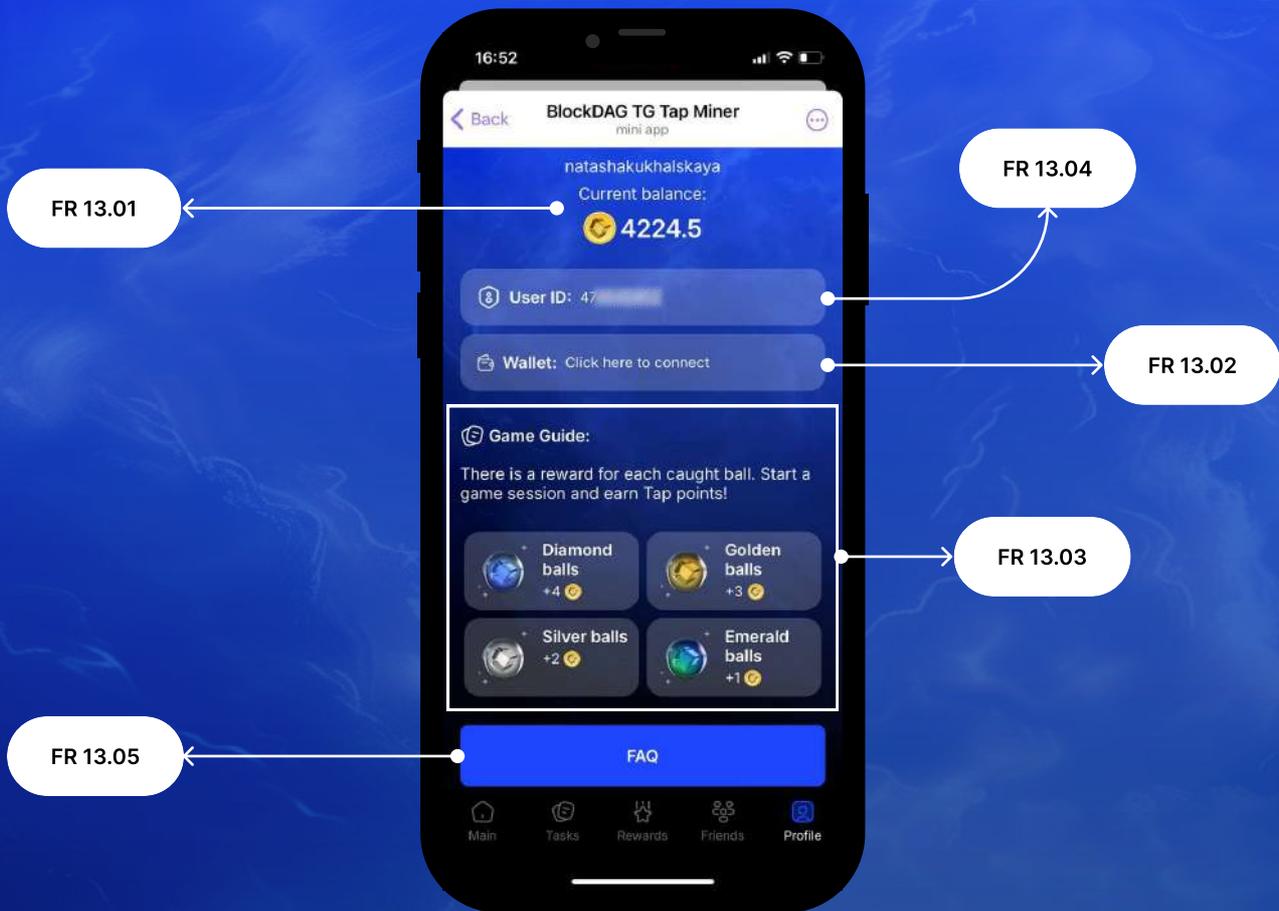How many Tap points did the invited players receive during the entire game.

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Leagues screen

A list of existing leagues and the requirements for getting into them.

Profile screen

FR 13.01

FR 13.04

FR 13.02

FR 13.03

FR 13.05

i The user's profile that contains information about him.

FR 13.01

Current balance in the game currency Tap points.

FR 13.02

The address of the wallet linked to the game. It is important to link your wallet to be able to convert the game currency Tap points to BDAGs.
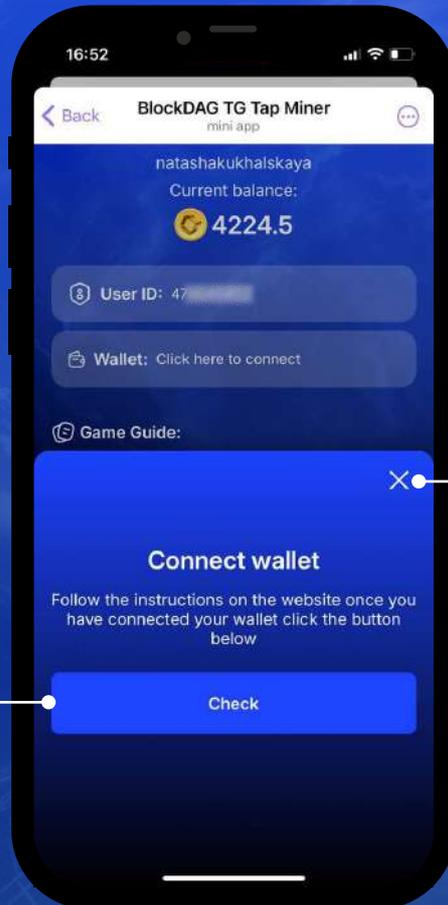
FR 13.03

A reminder of the value of the balls that the player can "catch" during the game session.

FR 13.04

The player's ID. It is necessary for the implementation of technical support, it is unique for each.

FR 13.05

Clicking on the FAQ button redirects the player to the frequently asked questions section.

Modal Connect wallet

16:52

< Back **BlockDAG TG Tap Miner**
mini app **⋯**

natashakukhalskaya
Current balance:
🪙 **4224.5**

ⓢ User ID: 47_____

👛 Wallet: Click here to connect

ⓢ Game Guide:

FR 13.07

✕

Connect wallet

Follow the instructions on the website once you
have connected your wallet click the button
below

FR 13.06

Check

ⓘ The modal window informs you that you should follow the intsructions on
the website to connect your wallet

FR 13.06

Button Check your wallet connection.

FR 13.07

The button for closing the modal window.

◆ **BlockDAG**