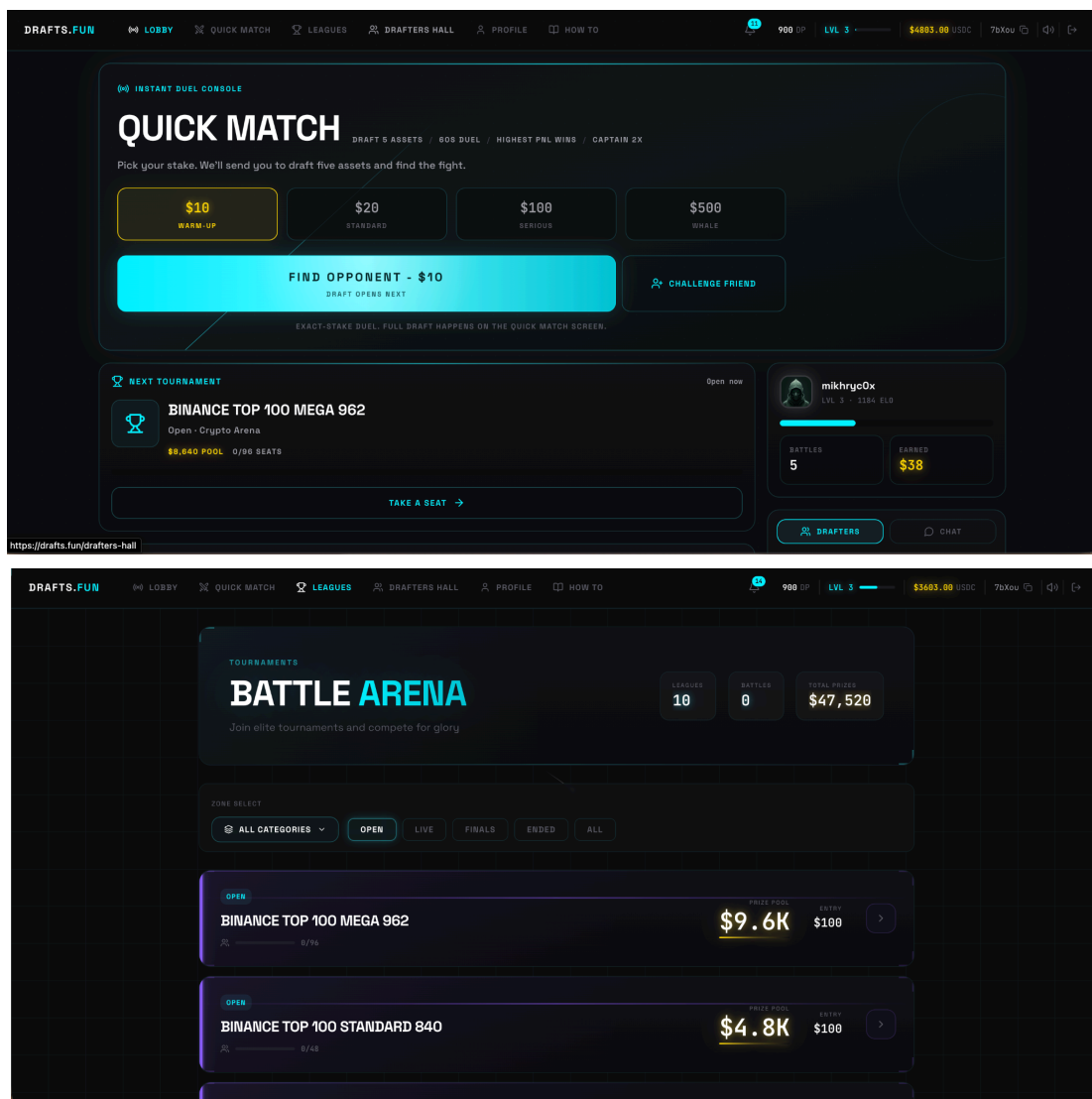


Before closed beta launch

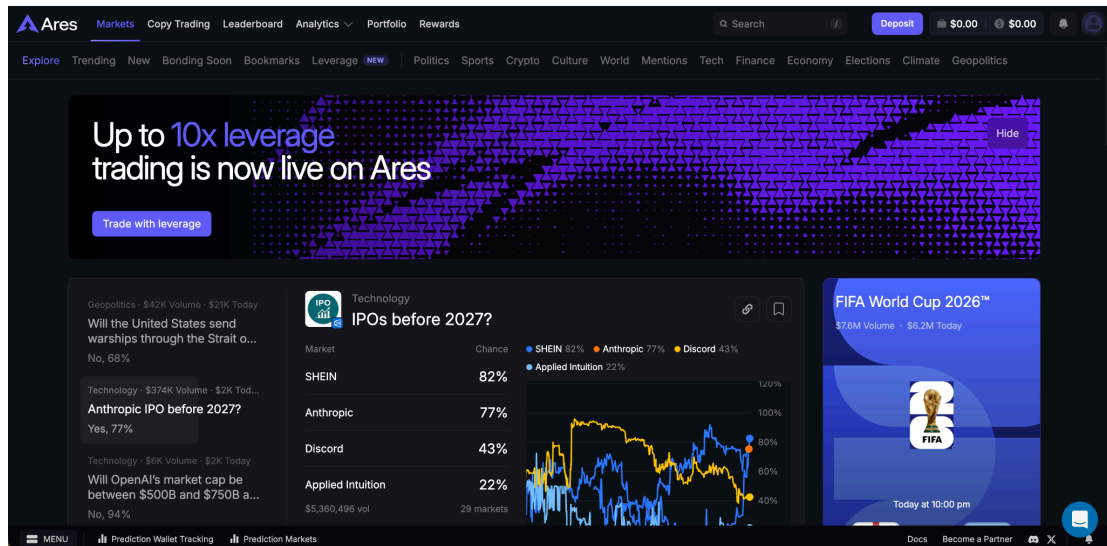
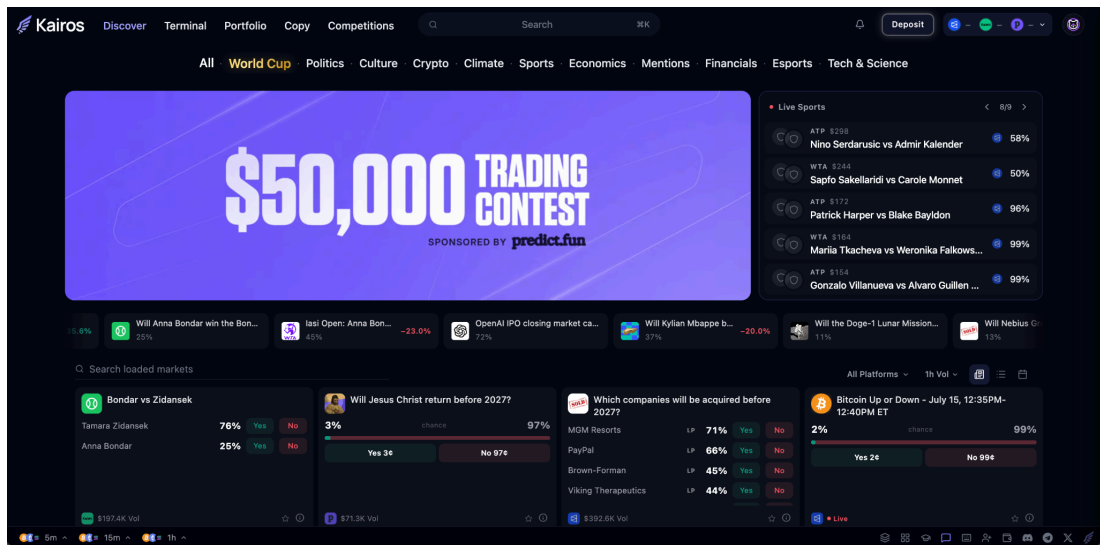
The points are listed in descending order of importance

1. The homepage now looks more structured, but the accents still aren't set. Everything blends into one mush. Game modes like "Quick Match" and "Tournaments" look identical; there's no differentiation. Right now there's nothing for the eye to catch on.

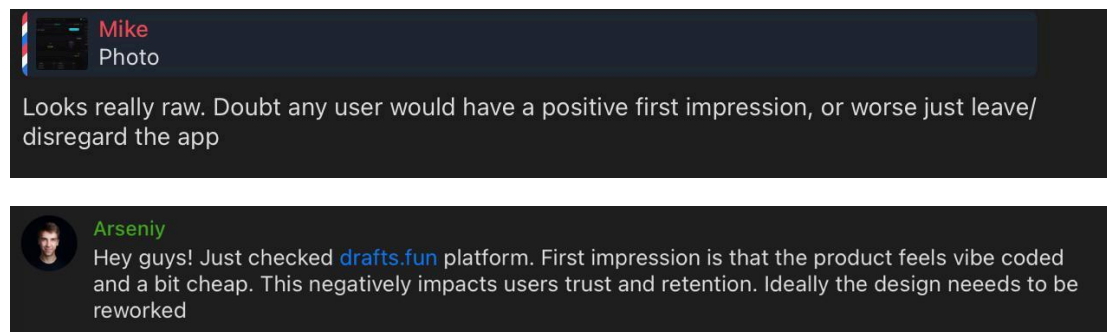


Ideally, make some kind of banner for each tournament, and for "Quick Match" a banner with an image of two figures. Right now the interface is just a mix of headings in completely different fonts, plain descriptive text, and buttons. It shouldn't be like this.

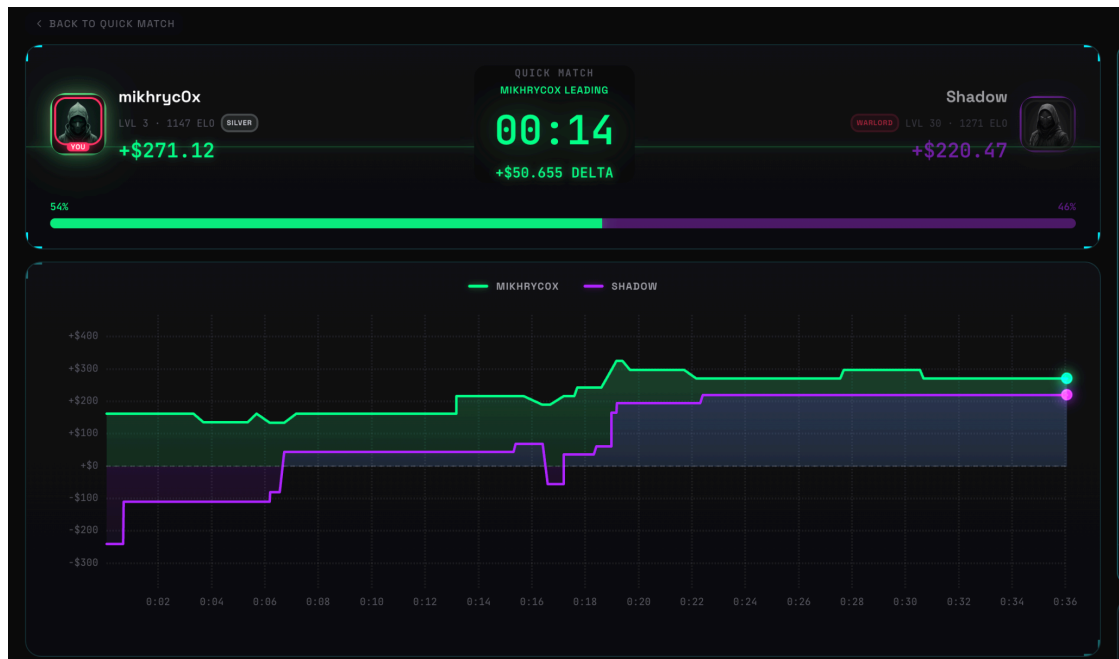
A couple of good examples:



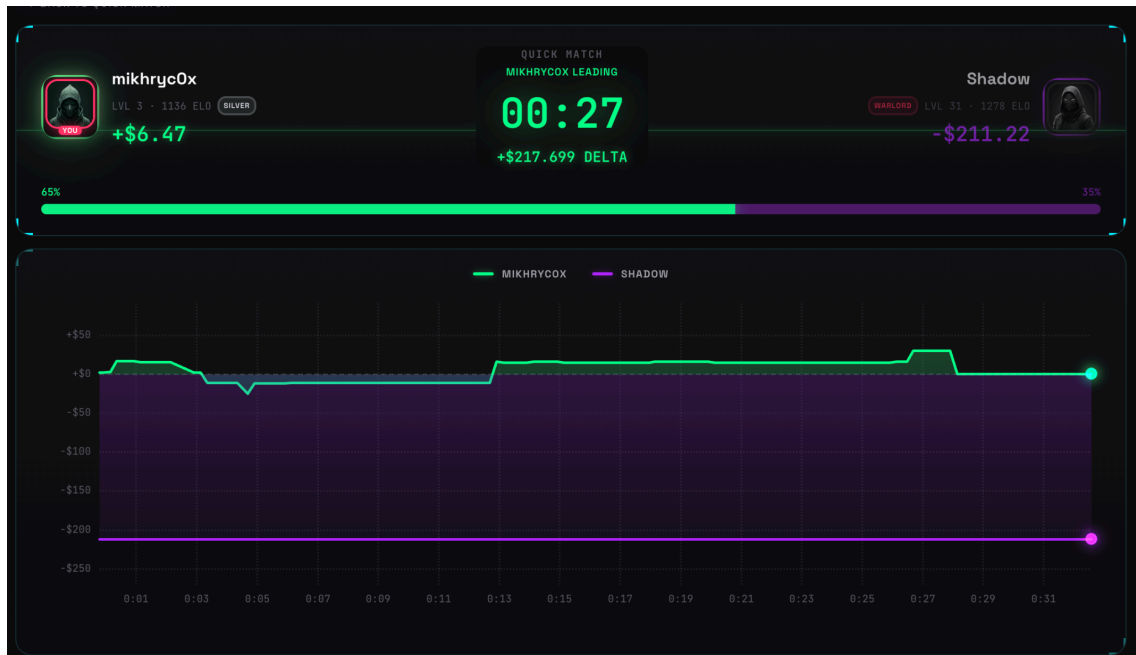
Also a few comments from friends who are product design gurus:



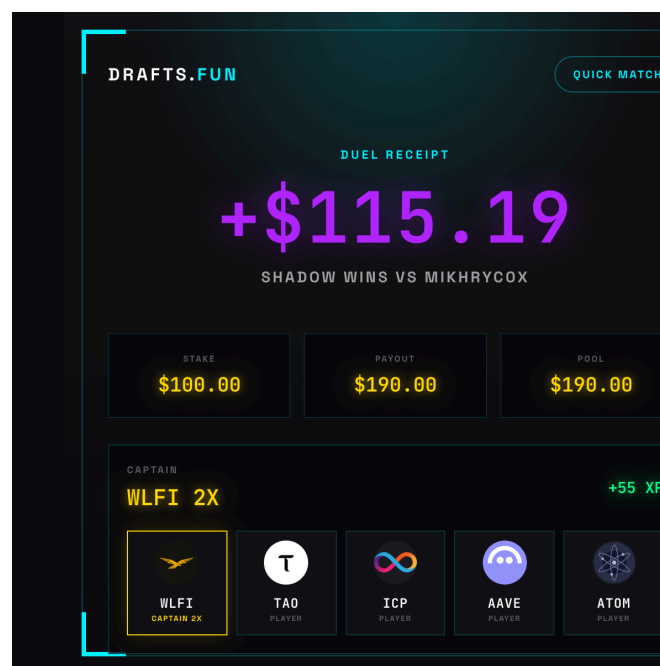
2. The chart looks significantly smoother, but right now in several games my opponent's chart didn't move for almost 30 seconds it just sat at the same level. That can't be right. It immediately makes me distrust it.



During another game, the opponent's chart was not moving at all for the entire battle



3. Several pages are fully loaded but still show nothing because whole sections wait for their entrance animations. On Leagues and How To, the screen sits empty for about a second. The page should appear immediately. Keep animation for small changes, not the whole section.
4. If you download the card after a game on mac, it looks like this:

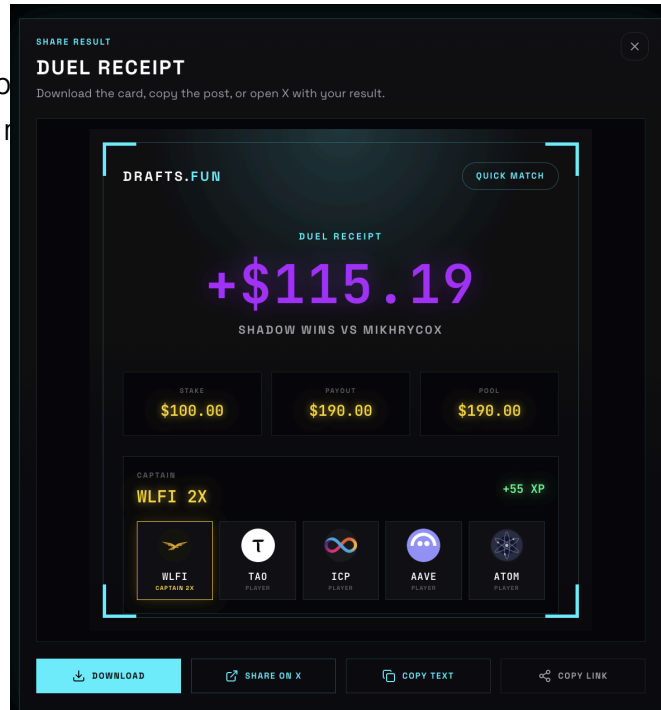


- I'd also rework the card itself. It's important to convey that there was a competition between two players, and that one lost and the other won. I'd show the players' avatars, and just two numbers: how much you earned and how much your opponent earned.

Nobody's

Heat Map

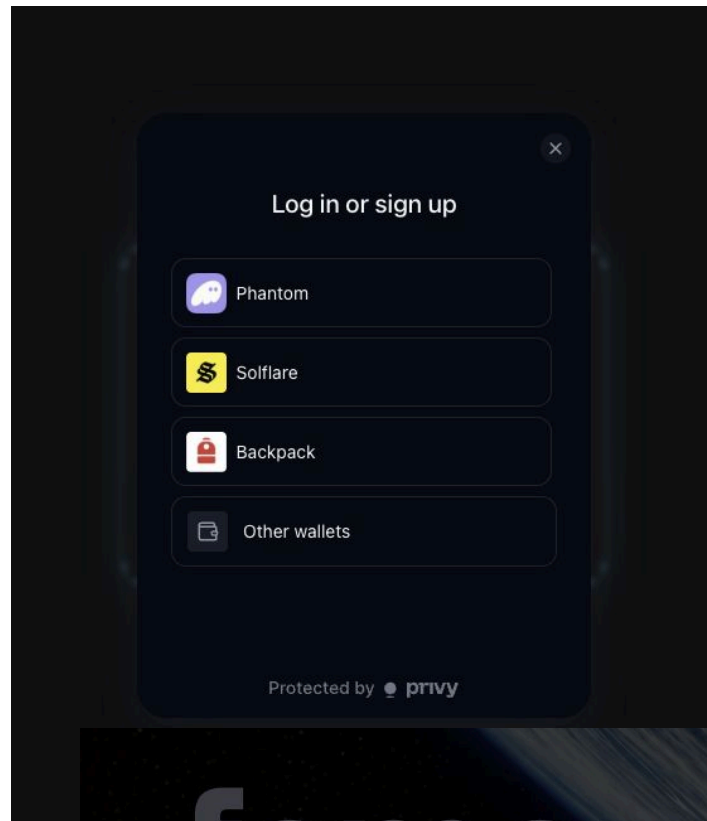
over that r



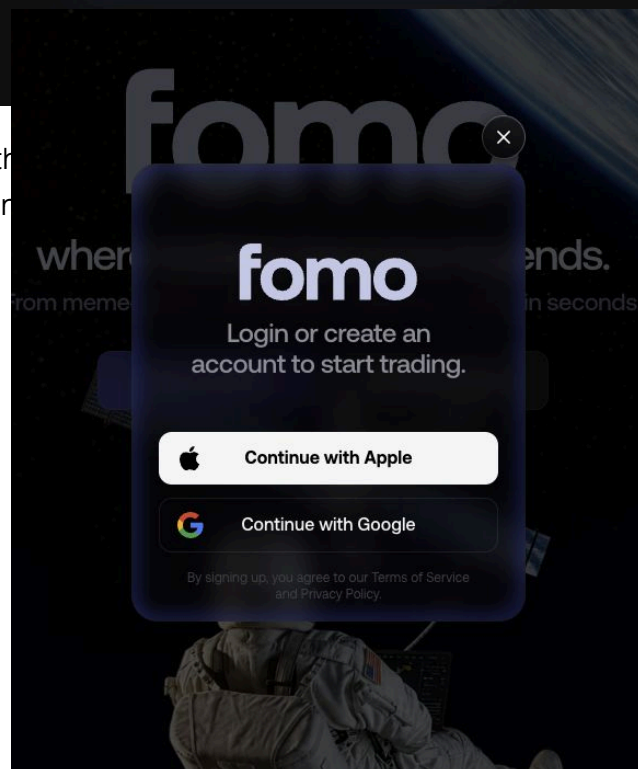
and add a Bubble Map or

and for your opponent

- The login modal is just the default wallet picker. Nothing in it mentions Drafts. It doesn't say why a wallet is needed or what happens next, and it gives no context for the action that opened it. Add a short Drafts screen before the wallet picker: explain why the connection is needed and where the user will land. After they connect, take them back to the action they started.

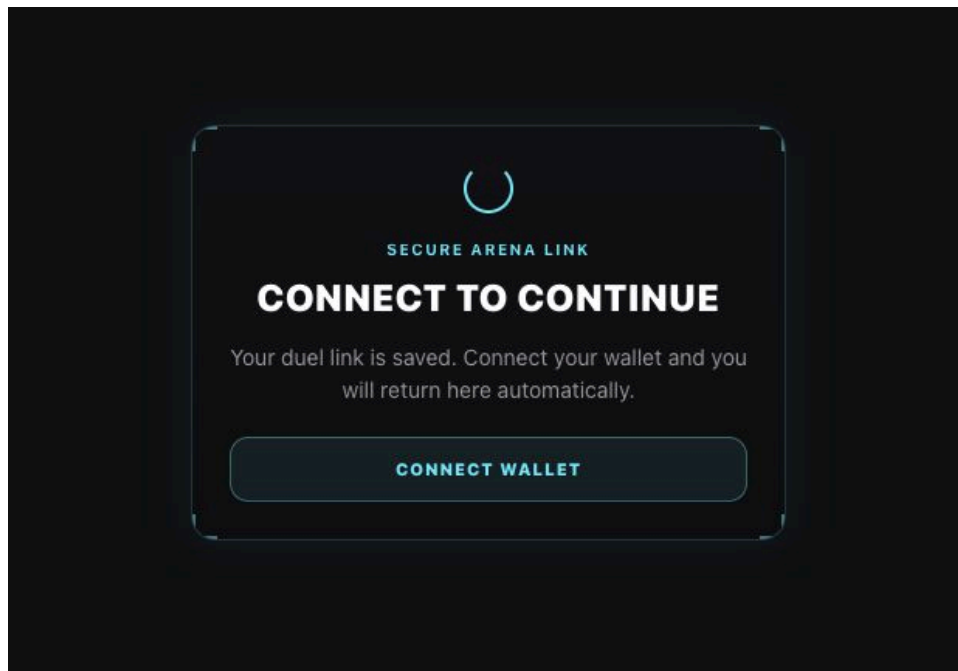


Fomo explains the
does the same in

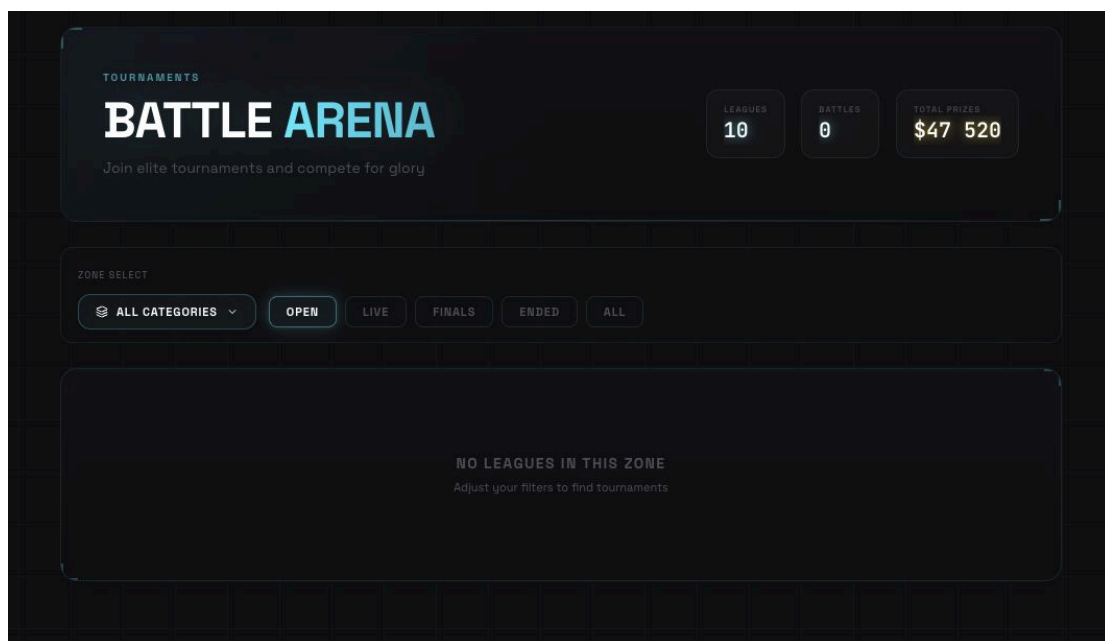


looks like Fomo. Trojan

7. The same auth gate gets reused with a copy that doesn't fit. Go straight to Quick Match or Profile and it says "Your duel link is saved," but no invite link was opened. Each route needs its own text. Only show the saved duel line when there is a real invite to restore.



8. The Leagues page says 10 leagues and \$47,520 in prizes, but the default Open tab says there are no leagues. Meanwhile, the Lobby shows an open tournament. So which one is right? The counts, filters and empty state should all use the same data.



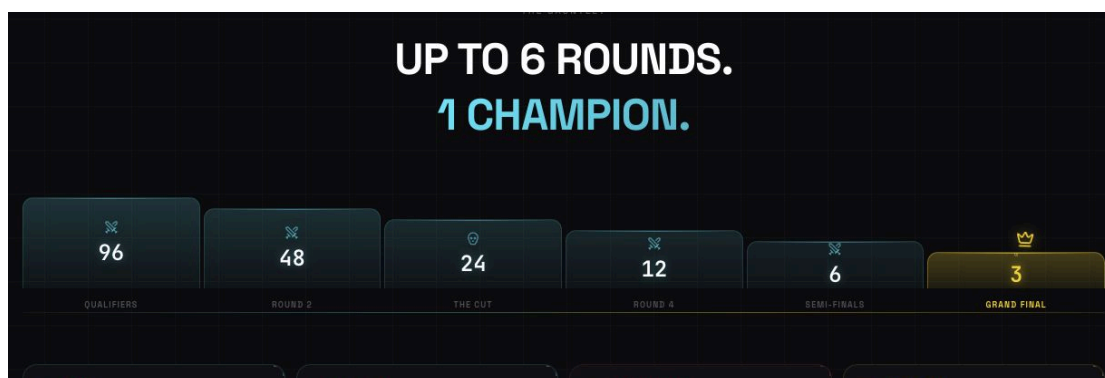
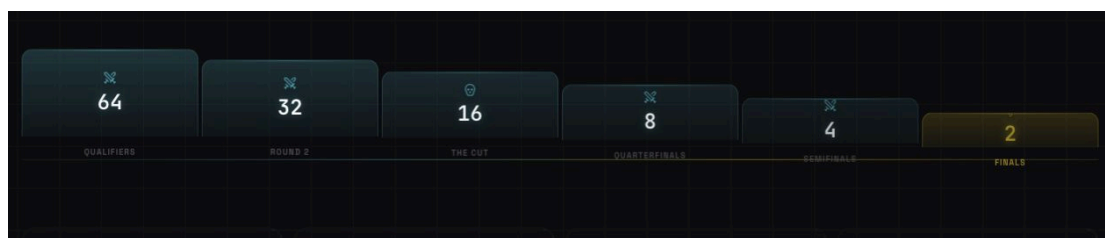
9. Drafters Hall reaches the end of the list, but the footer still says SYNCING DATA STREAM. Once all rows are shown, stop the loader. Replace it with an end-of-list note or a last updated time. Show retry only when the sync actually fails.

#15		DestroyerX LVL 8 - Gold	\$15.15 AVG EARN	5 530 XP	75 BATTLES
#16		3sl_alex LVL 3 - Silver	\$5.43 AVG EARN	465 XP	7 BATTLES 7/80
#17		mikhryc0x LVL 3 - Silver	\$4.22 AVG EARN	555 XP	9 BATTLES 8/80
#18		NeonDrafter5519 LVL 1 - Bronze	\$0.00 AVG EARN	55 XP	1 BATTLES 1/80
#19		CosmicDrafter9713 LVL 3 - Silver	\$0.00 AVG EARN	380 XP	6 BATTLES 6/80
#20		StormDrafter6233 LVL 2 - Bronze	\$0.00 AVG EARN	300 XP	4 BATTLES 4/80
#21		QuakeDrafter5409 LVL 2 - Bronze	\$0.00 AVG EARN	265 XP	5 BATTLES 5/80
#22		XenonDrafter4268 LVL 2 - Bronze	\$0.00 AVG EARN	150 XP	2 BATTLES 2/80

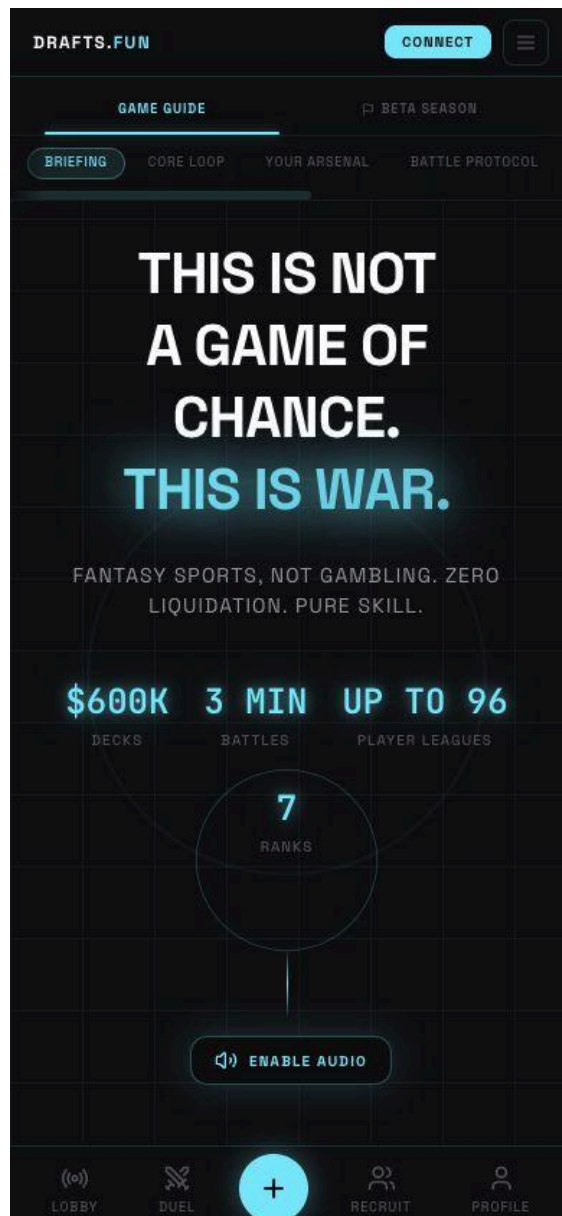
... SYNCING DATA STREAM

ENABLE AUDIO

10. The Gauntlet rules disagree with each other. The landing page says 64 qualifiers and a two-player final. How To Say 96 qualifiers and a three-player final. This is not a small copy mismatch; it changes the tournament format. Pick one version and use it everywhere.

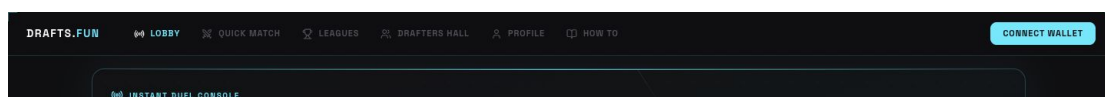


11. On mobile, the Game Guide navigation is wider than the screen. You see the first four tabs; the rest only appear if you scroll sideways. The fixed audio button and bottom nav take up even more of the screen. Put the sections in a menu or compact dropdown and keep fixed controls out of the reading area.

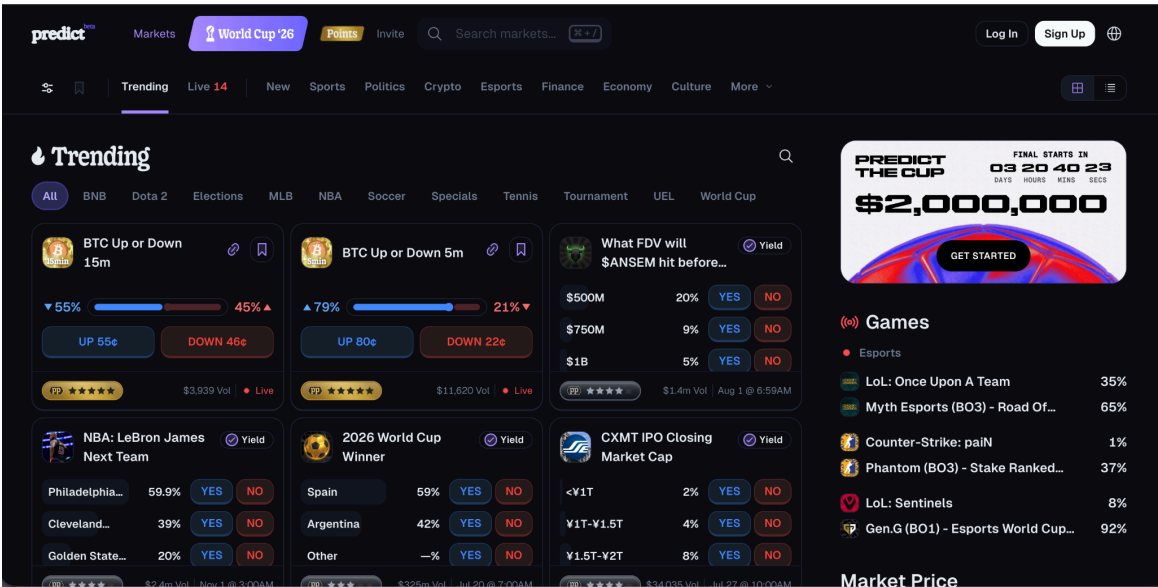


12. The grid, scanlines, glows and hairline borders show up on almost every panel, table and background. They cut contrast, and the small text gets even harder to read. Keep some of this on the big promo moments, but tone it down on normal screens and in the docs.

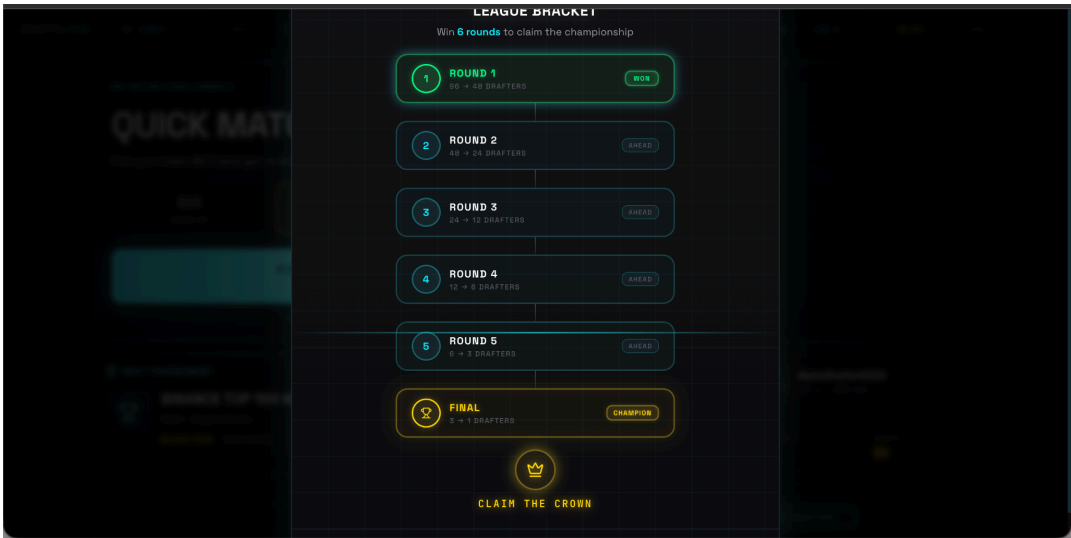
13. The desktop header looks half disabled. Inactive items have very low contrast, the labels are small and cramped, and all six links look equally important. Make the links easier to read and click. Keep Lobby, Quick Match, Leagues and Drafters Hall together. Move Profile and How To into account and help menus.



Predict.fun uses one row for the main pages and another for categories. The account buttons sit separately on the right.



14, the last window of initial onboarding is cut

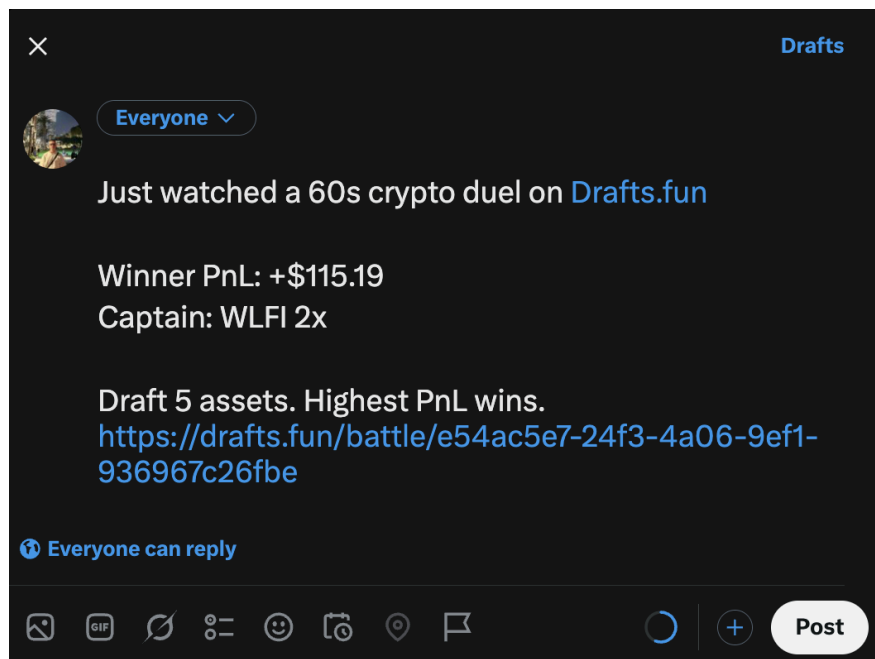


15. add support for google / x sign-up alongside wallet connect via privy

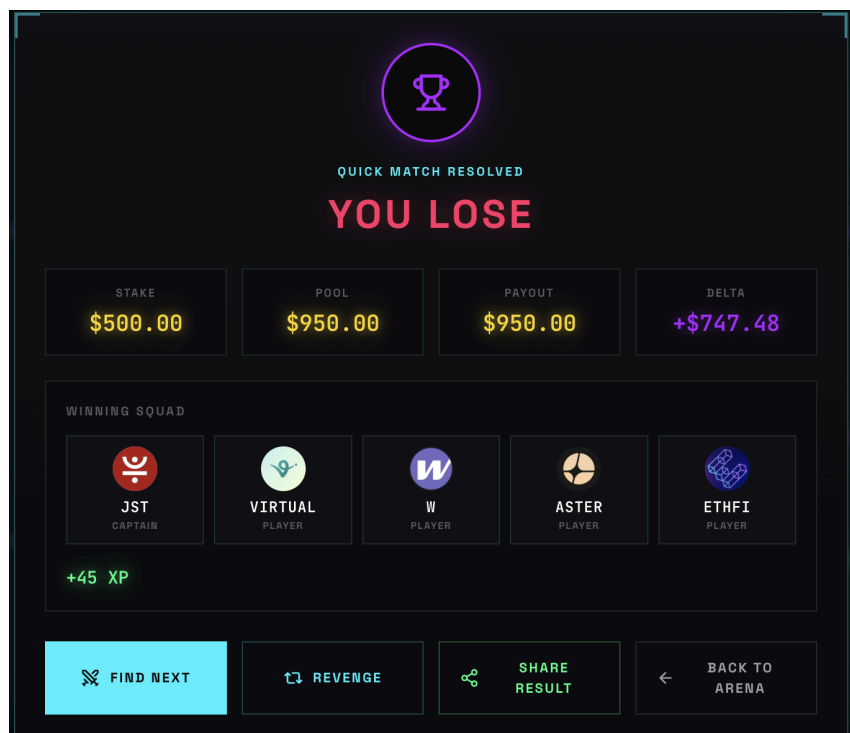
After closed beta launch

The points are listed in descending order of importance

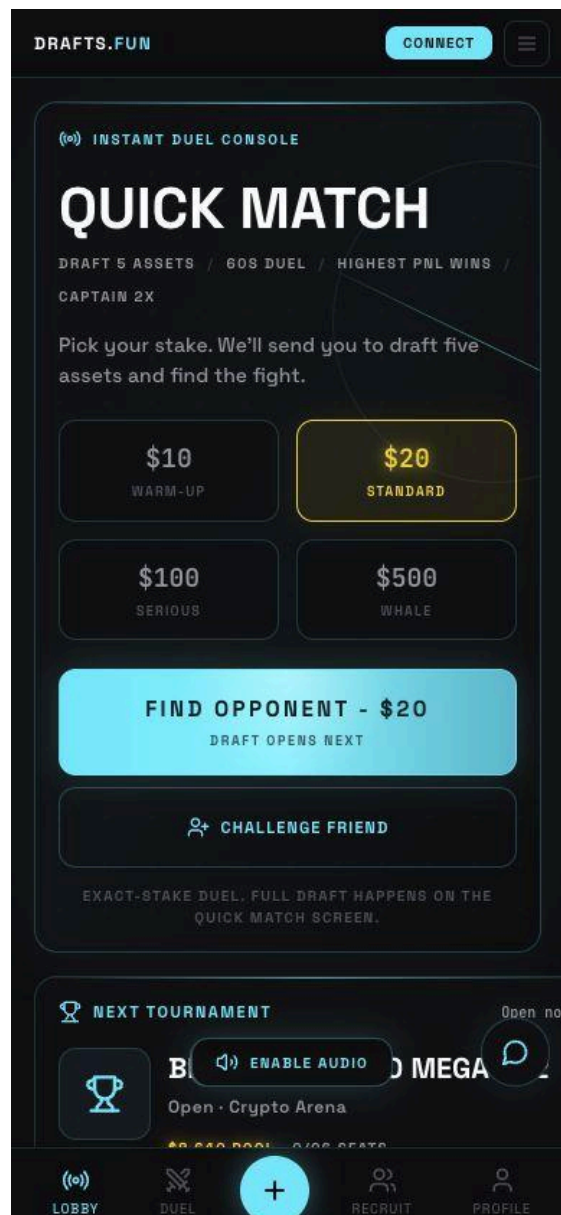
14. The text also doesn't share correctly, since I was a player, not a spectator. I lost, I didn't win. The CTA, on the other hand, I like. So I'd rework the first part of the message.



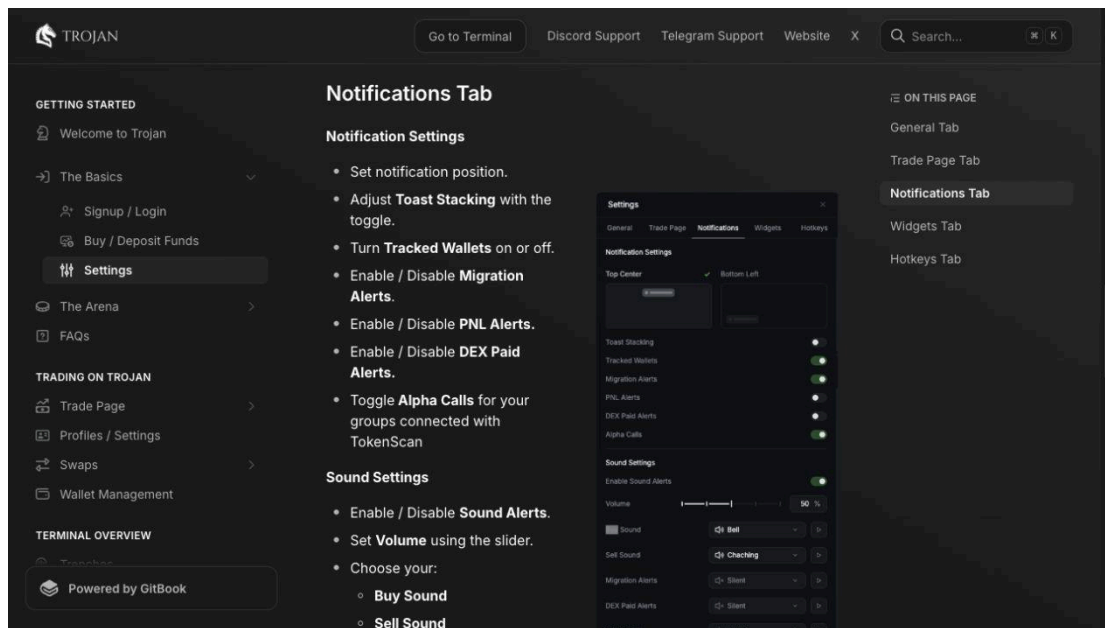
15. There are far too many accent colors here: yellow, red, purple, green, blue + the token colors on top. It's very hard to look at.



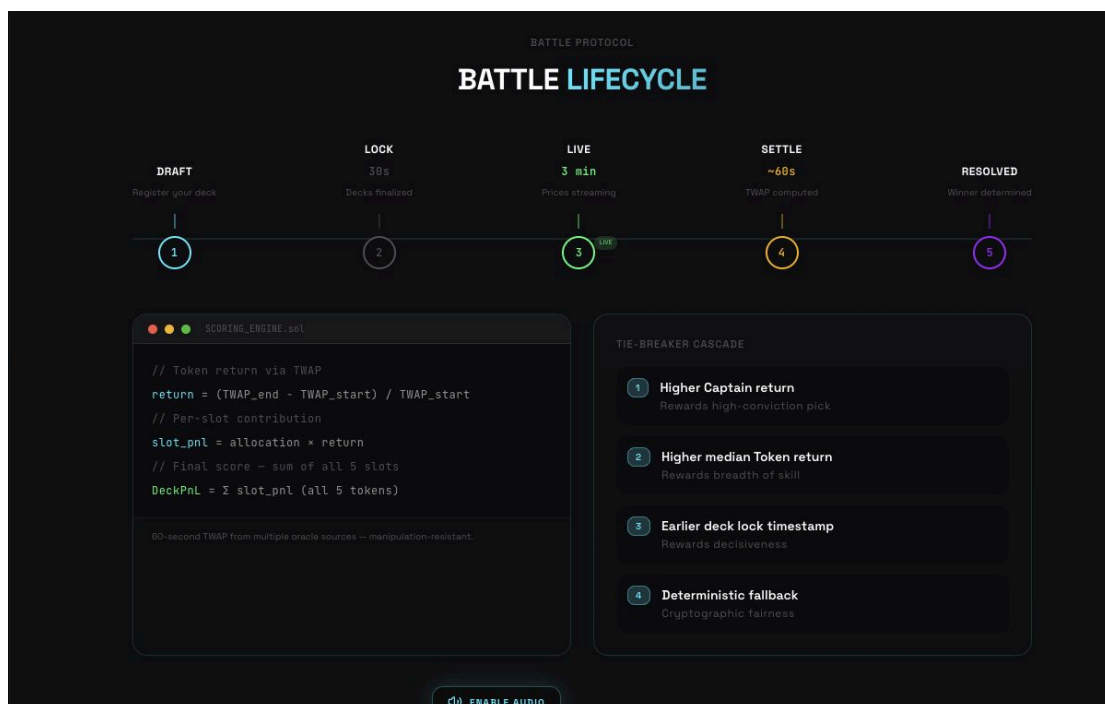
16. add the ability to re-run the initial onboarding.
17. The floating Enable Audio button covers results, leaderboard rows and mobile content. Sound doesn't need a button that follows you around. Put it in Settings. If it still needs a quick control, leave a small mute icon in the header. Users should be able to set volume and individual alerts.



Trojan treats sound as a normal setting: master switch, volume, separate alerts.



18. How To has useful detail, but it reads like a long animated promo page. The text is small and low contrast, there is a lot of empty space, and the left menu goes on forever. Getting through the rules takes work. Turn it into normal docs: searchable sections, readable body text, a table of contents that stays on screen, and direct links.



Trojan Arena is worth looking at here. It covers the same amount of detail in short sections with clear headings and a simple sidebar.

TROJAN

Go to TerminalDiscord SupportTelegram SupportWebsiteX

Search...XK

GETTING STARTED

Welcome to Trojan

The Basics

The Arena

Ranks & Rewards

Referral System

FAQs

TRADING ON TROJAN

Trade Page

Profiles / Settings

Swaps

Wallet Management

TERMINAL OVERVIEW

Trenches

Explorer

Holdings

Perpetuals

Wallet Tracker

Alpha

Tools and Widgets

Powered by GitBook

TROJAN

ENTER THE ARENA

TRADE. ENGAGE. EARN.

COMMANDER

TITAN HONORS IV

Share

P

The Arena

CopyOn this page

Where the real trenchers thrive, fortunes are won, and rewards flow.

The Arena is Trojan's multifaceted loyalty and rewards program.

The Arena is built on progression. Trade and engage to earn Gold. The more Gold you earn, the higher your rank. Each new rank brings you greater trading rewards, higher multipliers and increases your SOL rewards.

Everything you need to rank up and earn more is available directly in the Arena:

View your daily and seasonal quests.

See your current rank, cashback rate, and Gold Boost.

Track how much Gold you need to reach the next rank.

Preview upcoming ranks and their rewards.

Claim your SOL and Gold rewards.

Loyalty Built This Platform.