2DRFTRS

JETPACK SLOT MACHINE

Barely inspired on Jetpack Joyride Slot Machine

Version #2.0

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Table of Contents

Version History

Version 2.0 has all content presented in canvas elements. Now, the lever must be dragged and dropped, the logic algorithm is refined and there are also message and button animations.

https://github.com/00s/jetpackmachine/releases

Game Overview

The game is a free creation based on the mainstream game app Jetpack Joyride that has slot machine logic inside the main app. In this version, the goal is collect as much money as possible, so there is no final goal beyond getting rich.

Game Play Mechanics

The player must buy tokens and pull the lever. If all three reels present the same symbol, the player wins. The prizes include both coins and tokens and it can be based on user's actual amount of items (coin and token), depending on reels combinations. That is, the player must balance the amount of items available during each turn.

Controls

The player must interact with the slot machine through mouse click on the buttons and drag and drop the red lever (touch displays are also supported).
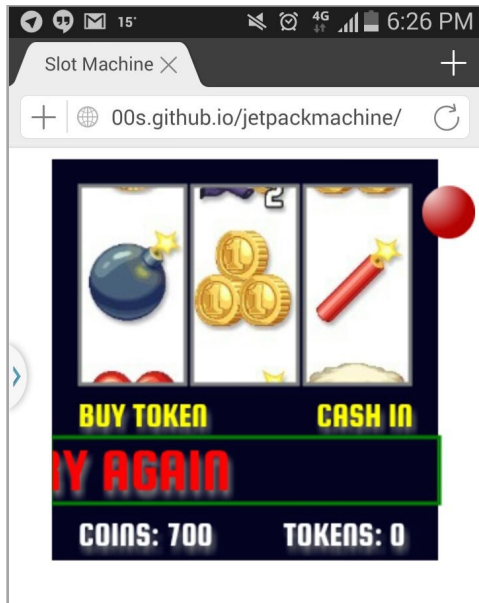
Interface Sketch

Figure 1 - Game Screen sample in Android Browser

Items

    a. **COIN –** Used to buy tokens

    b. **TOKEN –** Used for bets

Art / Multimedia Index

    c. Reelz.jpeg – Symbols for used in the reels

Future Features

    d. Add cheat when pulling the lever in a specific moment;

e. Improve interface elements;