**Chinese Mandarin Educational Game**

Goal: Create a fruit machine like educational game in Java.

You have been asked to create a simple piece of software that will operate like a fruit machine slot game,

The game class should be well tested, and should have a spin() method that returns an integer value, a certain combination of integer will generate a String of a Chinese word.

If the combination of the three integer does match, then the game will pause and show a possible combination based on the display, and the player can choose what combination is the one they want to click.

**MVP**

The aim is to display the results of the Java logic. For example, if the user spins and lands a combination matching symbols a message contain a Chinese character is displayed.

**Project Extensions**

* Be able to suggested a word based on the combination displayed
* Turn into an Android app, replace the integer with real characters parts.
* When the word displayed play the right sound of the word.

Learning Object

* Gain solid understanding of Java.
* Try to apply it to the Android and practise with using Android.