Thinking process and gaame design:

- Determine how to simulate a roulette wheel with random number generation (1-36).

- Design a system for mapping numbers to red or black based on roulette rules.

- Implement a betting system that accepts both number and color bets from the player.

- Validate user inputs for the number (1-36) and color ("red" or "black").

- Create a GUI using Tkinter to enable user interaction with bet placement and spin control.

- Implement logic to compare user bets with the spin outcome and determine if the player wins.

- Display results using pop-up messages showing the winning number, color, and bet outcomes.

- Handle invalid inputs gracefully with warning messages or error handling.

- Decide if the game will allow continuous play or restart after each round.

- Consider future expansion, such as adding additional bet types like "odd/even" or "high/low."