

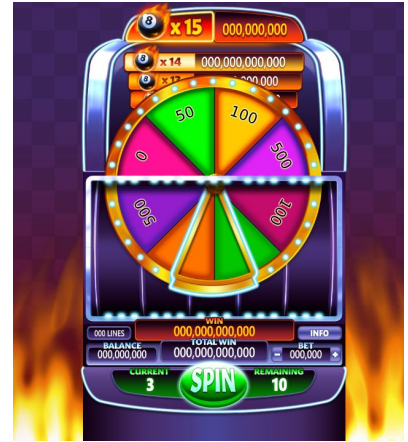
Fortune Wheel Specification

1. Goal

Code a fortune wheel mini-game, with 8 possible outcomes, in Unity.

2. Game layout

The preview on the side is only used as a reference for placing the elements of the exercise: spin button, win box, wheel slices, and selector. Frame and pin aren't functional, but can be added on top for a nicer final display. Each slice should also display its assigned payout. The order of colours or payouts is not important. The elements have to keep their relative positions and alignments regardless of the game resolution or aspect ratio.



3. Payouts

Each slice will hold a different payout. The possible payout are: 0, 50, 100, 200, 300, 500, 750, and 1000.

4. The Sequence of Events

- The player presses the spin button.
- The spin button is deactivated, the text inside the win box is cleared, then the wheel starts to spin with an arbitrary, slightly randomised speed.
- The wheel will decelerate until it reaches a total stop.
- The win box will display how much the player has won, depending on what slice has landed in the center of the selector.
- The spin button is activated, so that the player can spin again.

5. Objectives

- Implement the Wheel of Fortune mini-game as described in the above points.
- Explain the game logic in the comments.

Extra objective 1: from the Unity editor, decide which one of the 8 possible outcomes the wheel will have to stop on, then verify that spinning the wheel gives the rigged outcome instead of stopping on a random position.

Extra objective 2: the wheel will stop precisely on the selected outcome, with the slice fully and precisely fitting the selector.