In this assessment you are requested to make a functional Super Spinner that will spin and end on a specific prize.

The spinner is consisted of a single reel that visually contains all the possible prizes (outcomes), an outer red, solid ring, a smaller ring on top of the red one and two pointers.

The video provided shows the final result of the test project that you need to implement. Have a look at the video to get familiar with the result.

As shown in the demo video you need to:

- **Copy the layout of the Super Spinner screen**
- **Create** an **animation sequence** similar to the sequence of the video
    - **Loading Screen**: Create an empty loading screen (black screen) where you should request to get the spinner values (see below first request details)
    - After you have received the spinner values show the Spinner in the idle state with spinner values
    - Then, the inner of the spinner is grayed out and a displayed text prompts players to tap on it
    - **Tap/Click:** The Spinner zooms in and starts spinning (reel with the prizes is moving from top to bottom – pointers on both sides nudge)
    - Do the request to spin and get the result (see below second request details)
    - After you get the spin result, the Reel slows down and locks on a single prize – won amount (prize) is displayed in the center of the spinner
    - **End:** Spinner zooms out

- **Additional effects** (bonus but not necessary):

    - **Text fonts/textures**

        A simple white font will work (for both reels and outcome). You can use custom text styles or textures as an extra approach.

    - **Particles on pointers**

        In the video the pointers emit some particles. You can add your own particle effects but it is not mandatory.

    - **Additional shaders/vfx**

        Any additional effects will give a small boost both visually and evaluation wise ;)

    - **Sound effects**

        Sound assets are not provided. However, if you have time, you can add any sounds you want.

- **Server Requests**

  - **Description**: request the Spinner values

    Type: GET request

    URL: http://i-staging.abzorbagames.com/eplatform/spinner/values

    Response:

```
{
  "spinnerValues": [
    1000,
    2000,
    5000,
    10000,
    15000,
    30000,
    100000,
    150000,
    200000
  ]
}
```

  - **Description**: request to make a spin

    Type: POST request

    URL: http://i-staging.abzorbagames.com/eplatform/spinner/spin

    Response:

```
{
  "spinnerValue": 150000
}
```