Ar-jay A. Arnejo

Anino Exam Documentation

Unity Version – 2021.3.8f1

System Setup

Payout Line Class – This class is for the payoutlines.

Symbol Data Class – Handle the symbols Id and payout value

Reel – Handles reel objects and items per reel

Game Manager – Handles reel spinning and stopping and calculating total payout price

SpinManager – Manages reel spin behavior

UI manager – UI related commands

Data sources  
 Symbol data - handles the payout value per symbol

Payline items – handles payoutline samples

Scalability

The scalability of the current application is only limited to the current desired output

Flexibility

Developer can add symbol data and payout lines depending on the demand.

Design

The design I use in this project is most likely similar to singleton design pattern

Future improvements

Dynamic number of payoutlines depends on the players bet