Creating a Slot Client

# Background

At Snowborn Games, we create Slot Games for the iGaming (Casino) industry. This assignment will give you the possibility to show your skill level by creating a simplified version of what we actually do for every game; creating a slot game.

## Expectations

* We expect a slot game with 3 reels and 1 displayed row of symbols that can be run.
* The input to the slot game will be a Bet (no currencies needed) and the possibility to Spin the reels.
* After the Spin button has been pressed, the reels should spin for a while and then stop.
* The presentation after a Spin should show the displayed, resulting reel symbols and the total win based on the requested Bet.
* If you are developing a slot server as part of this assignment, the result from the slot server should be presented as the reels stop. Otherwise a randomized mock result will do.
* The slot game client needs to be implemented in Javascript or Typescript.
* No 3rd party frameworks are to be used apart from possibly node-js and a test framework.

On top of this we would like you to:

* Package the code so that someone else can run it easily
* Organize your code so that it is easily maintainable.

After a quick review, we will go through the resulting slot game together with you. What is the most interesting to us is your reasoning, such as the short-cuts you decided to take in order to get done, the assumptions you made if you got stuck on lacking or unclear information and how you looked at the problem from a logical perspective.

# The Slot Game

A picture containing green, front, sitting, street

Description automatically generated

## What is a slot game?

A slot game is a traditional casino game. The slot game is holding a number of symbols on a couple of reels. When you activate the slot game, the reels spin and eventually land on random positions. A few of the symbols of each reel are shown to the player after the reels have stop.

### Displayed Reels

To simplify things in this document, the positions of symbols shown to the player from the reels are numbered. Each displayed reel is considered to be an array with the first displayed position identified as 0.

The Slot Game in this assignment has 3 reels and 1 displayed row of symbols.

### Actual Reels

### There are of course more symbols on the reels than what happens to be displayed to the users. Thee reels themselves are also considered arrays of symbols, with the first position identified as 0.

### Paylines / Winlines

The slot game has one or more Paylines. A Payline is a combination of positions on the displayed reels that constitutes a win. For example, on a 3 reels and 3 rows slot game, you could say that the Payline with positions [1, 1, 1] will mean that adjacent equal symbols along the middle of the displayed reels.

The Paylines are read from left to right. This means that, given symbols “banana” and “orange”, a Payline of [“banana”,”banana”,”orange”] would yield a win of 2 bananas. However, [“orange”,”banana”,”banana”], would not yield a win

In this game, one Payline is enough, going straight across the displayed row.

**Good luck!**