SlotServerProxy [Singleton]

(link server logic or editor logic)

SlotContext

(Slot data exchange)

FeatureProcessor

(Feature process and trigger)

Main Module

(Whole slot theme, include resource management)

SubModuleSlotBase

(Manage all slots)

Slot Game

(One slot)

ISlotMachine

(One slot Machine)

Bonus Game

(One bonus game)

**Access**

**Trigger**

SlotManager [Singleton]

(Data of client side, about visual)

Timeline show

(Editable)

**Play**

**Access**

Slot game flow

MAIN\_FLOW\_BEGIN

MAIN\_FLOW\_GAME\_ENTERING

MAIN\_FLOW\_WAITING

MAIN\_FLOW\_SPINING

MAIN\_FLOW\_SPIN\_RESULT

MAIN\_FLOW\_FREE\_GAME\_REPORT

MAIN\_FLOW\_END

SPIN\_RESULT\_SCATTER\_TRIGGER

SPIN\_RESULT\_FREE\_GAME\_RETRIGGER

SPIN\_RESULT\_SPIN\_BIG\_WIN

SPIN\_RESULT\_WIN\_REPORT\_ALL

SPIN\_RESULT\_WIN\_REPORT\_SEQUENCE

SPIN\_RESULT\_WIN\_REPORT\_AFTER

MAIN\_FLOW\_FREE\_GAME\_READY