

Fortune Spin Wheel

Overview

Fortune spin wheel is an easy way to integrate daily reward system in your game. You can integrate it in your game. It's written with ease of development in mind. It's made with the simplest possible mean and can be extended to any game. You can use it in casino, jackpot and loot reward games as well. You can customize speed of the spin wheel, it's spin duration, sounds, graphics, animations. So in short you can customize it the way you want. You can see from the editor window that you can even customize prizes and you can set it up to stop on your given input. It means this way you have freedom to give any reward to your user in an anonymous way.

Features:

This package has the following amazing features

- Simple easy to understand code
- Method to reward your user
- You can easily customize properties from editor
- Stop wheel on your given item only
- Easy to integrate in your code
- Options to add a timed spin

Getting Started:

Open demo scene from _FortuneWheel folder. Select game object named FortuneWheelConfig for customizing or use default settings to test.

Scripting Reference

Classes:

Only Important scripts are referenced below.

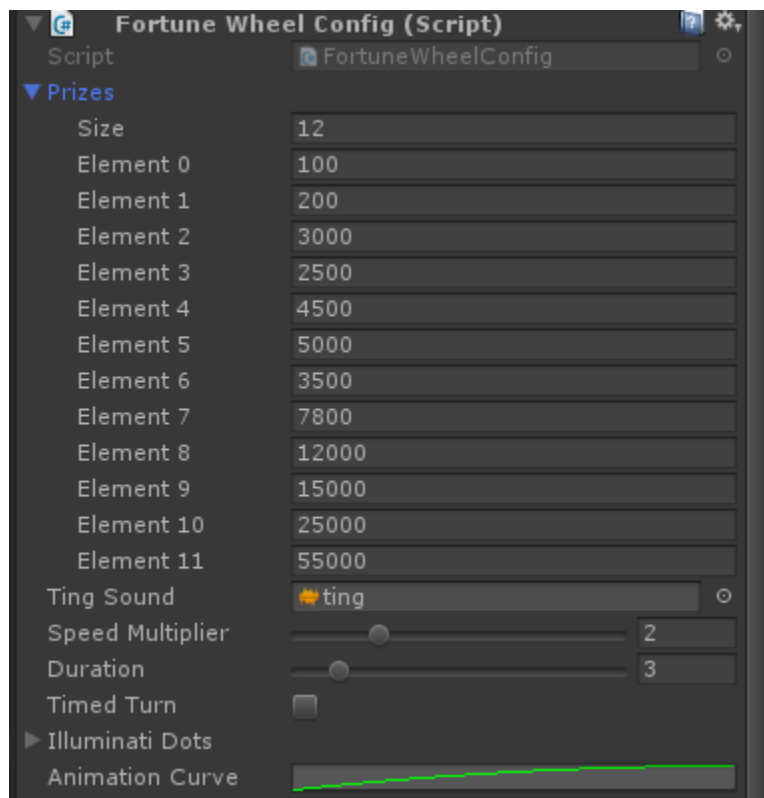
FortuneWheel:

This script runs the spin wheel animations and all turns. It's the most important script and you just need to look at GivePrize() method. This is the place where you need to add

your inventory update code. Demo does have code in place so that you can have a look and idea about how simple it is. There are animation method in this script that you can further look for customization.

FortuneWheelConfig:

This script has configuration as the name suggests. You can customize your spin wheel speed, duration, animation style, strike sound etc.



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