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<https://github.com/davidisurf/unit-1-project>

EMOJI SLOT MACHINE - UNIT 1 PROJECT - PSEUDOCODE

1. Define the required constants
2. Define variables to track the state of the game,
 - 2.1. Initial amount available; spin, win/lose
3. Store elements on the page that will be accessed in code more than once in variables to make code more concise, readable, and performant.
4. Upon loading, the app should:
 - 4.1. Initialize the state variables
 - 4.2. Render those values to the page
 - 4.3. Wait for the user to click the spin button or pull(slide/click??) the handle
5. Handle a player clicking the Spin button or pull(slide/click??) the handle
6. Create function to return random numbers
7. Create function to check for winning combos
8. Handle player clicking the New Game button

Points

 = 0

 = 0

 = 0

 = 5

  = 10

   = 15

  = 20

   = 30

  = 50

   = 75

   = 150

