|  |
| --- |
| [Type the company name] |
| Assignment 02 |
| **Slot Machine** |
| Version #XX  All work Copyright © 2012 by KoolKatz.  All rights reserved. |
| **Khandker Faim Hussain** |
|  |

**Insert a Company Logo here**

|  |
| --- |
| October 29, 2015 |

**Table of Contents**

Table of Contents

**Type chapter title (level 1)1**

Type chapter title (level 2)2

Type chapter title (level 3)3

**Type chapter title (level 1)4**

Type chapter title (level 2)5

Type chapter title (level 3)6

**Version History**

* **Using SlotMachine Demo as Template**
* **Commit 2 - (Found and create own assets)**  
  Found slotmachine image, and cut out and edit it to create buttons, a barline, and using the machine as template. Created a .psd (photoshop document) and added bar-line (layer error), header and basic buttons.
* **Commit - 3 (Finished game assets...)**

Created all assets and completed main slotmachine interface.

1. **Game Overview**

*(ensure you mention the goal of the game and how to win if applicable)*

1. **Game Play Mechanics**

*(how does your game work?)*

1. **Controls**

*(Which keys does your game use? Does it use the mouse or a joystick?)*

1. **Interface Sketch**

*(What does the game interface look like? Provide a screen shot or sketch)*

1. **Menu and Screen Descriptions**

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

1. **Scoring**
2. **Sound Index**

*(Include an index of all your sound clips)*

1. **Art / Multimedia Index**

*(Include an index of all your graphic and video assets here)*