Unit 2 – Assignment - Fruit Machine

Features:

- Intro:
  - Logo Fruit Machine.
  - Each screen will be loaded with a “Loading…” message.
- Main Menu:
  - It displays the variety of subjects (game modes) which the user can chose.
  - Player starts with a balance of 0 credits, in this section the user can top up his balance in multiples of 10 or liquidated his account if he wishes.
  - If the user does not have enough money for a determinate subject that modality will be printed in red, if he does it will be printed in green.
  - Once the user has chosen the subject, the price is charged in his balance.
  - Each modality has its own theme (included the main menu).
  - To close this game the user can press ‘E’ key.
- Play:
  - Three states:
    - Before rolling (slots stopped):
      - It is showed a menu where the user is informed about how rolling the slots.
      - The user can see the variety of prizes available for that subject.
    - During rolling:
      - It is showed a menu where the user is informed about how he can stop the column one by one, from left to right.
    - After rolling (slots stopped):
      - Once the user has stopped all the columns, the result will be showed in a message.
      - If the user has won some prize, that amount of money will be showed along with the sound of coins falling. Besides it will be added to his balance.
      - After showing the prize, it will be printed a menu where the user can go back to the main menu.
- Subjects:
  - There are two subjects with a cost of 10 credits and one with a cost of 30. This is due to the special prize of the last one is bigger.
  - There are specials prizes for each module, each one the user must get a different goal.
  - The Abertay special prize will be given when the user gets “A-B-E-R-T-A-Y” in the middle row, in other words, the user must to get a word, not the same character in all the row.
- Credits:
  - When the user has decided to exit the game, it will be printed a last screen with the contact details of the developer of this slot machine.

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