Slot Machine Demo

The mathematical model I chose from the given options involves creating a simulation of the slots spinning using integer increments. The goal is to simulate the changing icons with a 3D spin-like effect. I used a random number generator to ensure a wider range of randomness and unpredictability in the slots. This means the slots do not display their final icons in the same order every time. Sometimes, the last slot will be the first to display its icon, and sometimes the first slot will be the last. Both the generated icons and the display order of the slots depend on the random number generator.

The features of the demo are fairly basic. There is an input field where the player can bet their fake currency. This field only accepts numbers and will respond appropriately to errors, such as inputting numbers higher than the player's current balance or entering letters instead of numbers. Players can keep spinning even when they have less than $1, but they will not be able to earn any more. There is also an exit button for closing the application.

Additionally, there are different payouts depending on the icons the player lands on. The program recognizes pairs and full sets, awarding varying bonuses based on the specific icons (triple ducks giving less than big ducks but geese giving biggest payout) and the number of recurring sets.

The application is provided as an .exe in a zipped file. Simply extract the zip and double-click "Slot Machine Demo.exe" to open and run the demo.

Lastly, I created a GitHub repository for this project, which can be accessed at the following link: <https://github.com/GamingSupreme/SlotMachineRepo>).