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Which problem i solved
I have made a solution for “The one-Arm arduino bandit”, witch is the second second task. I decided to do this project, because I think it’s funny to make a “game” and i think the problem with the wheel spinning until the user stop them, have some interesting solutions.

Who I did it together with
I have worked on the project with Jannick Lund-Pedersen and Emil Gottlieb Sørensen. We have talked about some of the problems and shared ideas and code, but my project is made by me.

What I have planned to do
Most of the code is made the way i planned it to be, but there is a few things i planned to do different, but i had to change because i think it's better for the code.

- The roll method was planned to be the only “rolling” method and then call it in a for loop if you wanted to spin more times in a row, and then just have the delay as a input to the method, so it would be faster.

- My rollCheck and statsHandler methods looks very similar and was planned to just be one method.

What I end up doing

- Because the user have to press stop(by pressing a number), to stop the wheels one by one in the roll method, it didn’t make sense to use that method for multiple rolls in a row, because I just wanted them to roll fast and just show the final result. I therefore made a second method called rollMore witch looks almost the same as the last part of the original roll method. There is also other ways to handle it, but i decided to do it this way.

- Making the rollCheck and the statsHandler methods into one, would be very easy and also faster, but the speed in this small project doesn’t really matter. I therefore decided to make to different methods so they only did ONE thing, witch i think is better for the code, if there has to be made an update or an other person want to read the code.

NOTE
When you run the projekt its should be very easy to see what to do, but there is one place where it doesn’t tell you what to do. When you roll the bandit manually, you have to stop each wheel one by one, but it doesn’t tell how. You just have to type a number (different from 0) and it will stop the first wheel after a random amount of additional spins, and then you have to do it again for each wheel.