# Auto-Obsessions

## TASK DELIVERY NOTE

The following is a description of the Internship program weekly tasks hosted by Auto-Obsessions:

Hi Jim here is your weekly task delivery note

### CRAZY SLOTS : (Slots Pandemonium)

Background images behind slot machine to indicate an advancement was made by the player or level has changed after winning.

Image of a slot machine for game interfaced needs to be implemented.

Sprite Animation for lights on Slot machine need to go red and green at win/loss conditions.

Special Fonts  and Message array for the different conditions present in the game.

Sounds need to be implemented to make the game more immersive : Ambient track is played at each level and slot machine should have sounds when lever is pulled and spinning of images contained in machines when coming to a hault.

Attached I will provide sprite animation scripts , and load assets from js code in our current game to be used and modified for Slots Pandemonium.

 Please feel free to reach me if there are any questions or concerns at a.sanchez@auto-obsessions.me .

Thank you,

Alexander Sanchez,

**Auto-Obsessions Manager**