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Madtown GUI Design

Slot Machine Game Design Document

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# Version History

* 1. Started upload of a project file
  2. Added in code that was from javascript
  3. Commented out javascript code
  4. Turned javascript code into java
  5. Added randomization code
  6. Added Interface
  7. Added reelings
  8. Tested two different sets of code

## Detailed Game Description

Star Wars themed basic slot machine . Bet money and spin to win the ultimate jackpot! Play on until your lucks run out and Darth Vader takes all your cash .

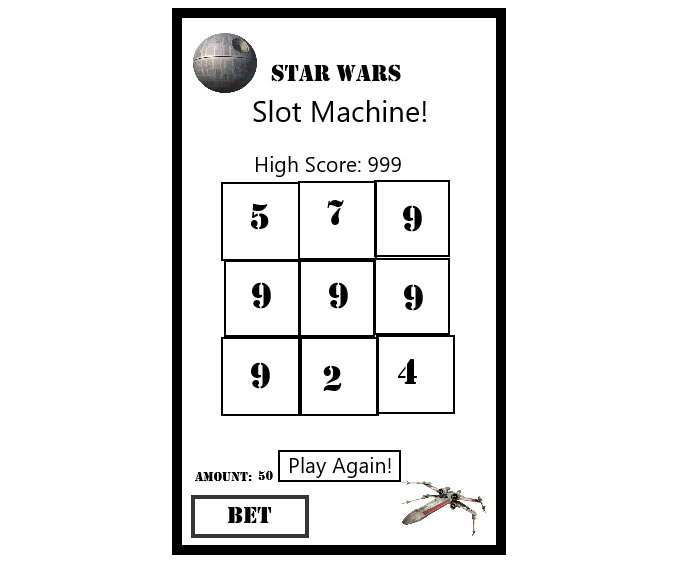
### Game Play Mechanics

Start with 1000 in money, place a bet (You have the option to bet 10, 50, and 100 in money) and then press Spin to move the reels. Press stop to stop the reels and if the reels match in a certain order you will win depending on the amount placed in bet.

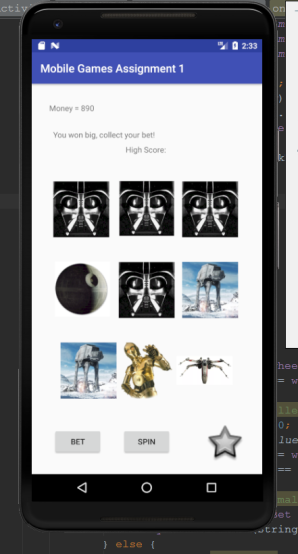
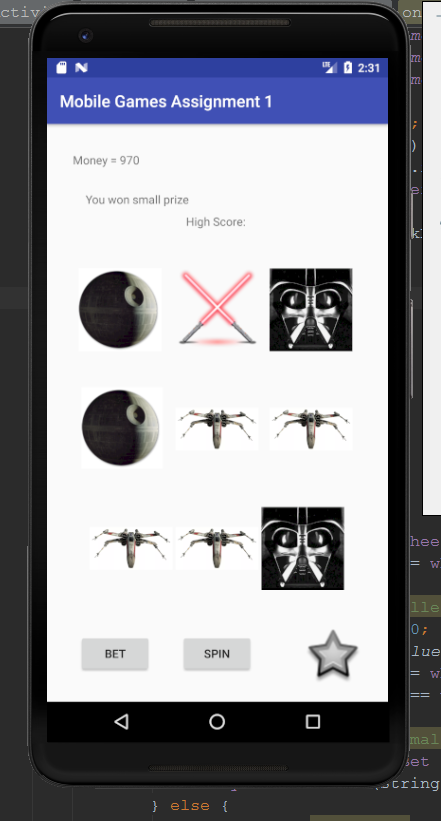
#### Controls

Push buttons on screen with a finger. Push bet button to bet money, push spin button to spin slots, and push reset button if you’d like to restart your money and play again.

##### Interface Sketch



###### Screen Captures

Scoring

Gain money by placing bets and winning. Small winnings give you a small prize (scoring two matching pictures in a row). Big winnings = big rewards! (scoring three matching pictures in one row). Hitting the reset button resets your score/money.

Art / Multimedia Index



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