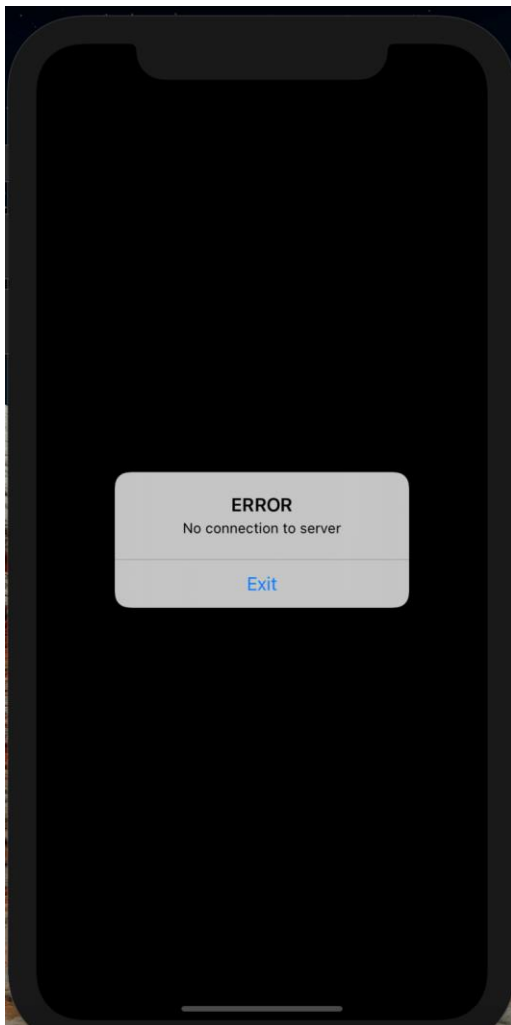
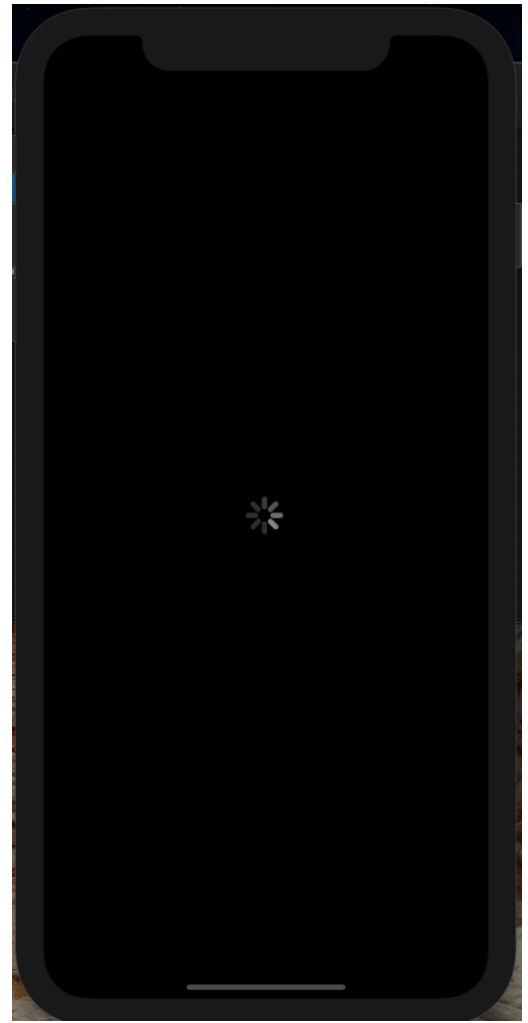


SpinningWheelApp

by Michael Frolov

While launching the application, the user sees the «loading screen» with an activity indicator on it. At this time, data is being requested. As soon as the data is loaded, the «loading screen» will open a main screen.

On the first app launch, user defaults will receive 500 credits (score). If user runs out of credits, the next time user loads app it will be set up to 500 as well.



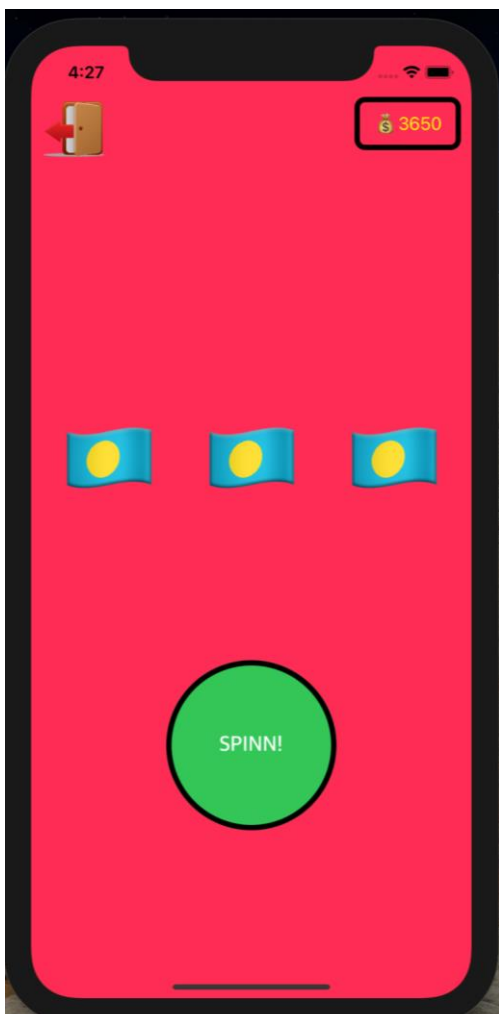
If something goes wrong, on server or while decoding a JSON, user will see an alert with specific description.

Exit button will close the application.

There is main screen. User can chose from the 4 random proposed game sets, which are named by group of emodjis.

Than user can use one of the following buttons to play with this game set.

There is a score label on the top. It shows users credits, which are saved in UserDefaults.



This is a game screen. Here you see actual score, exit button (to return to main menu) and a spin button.

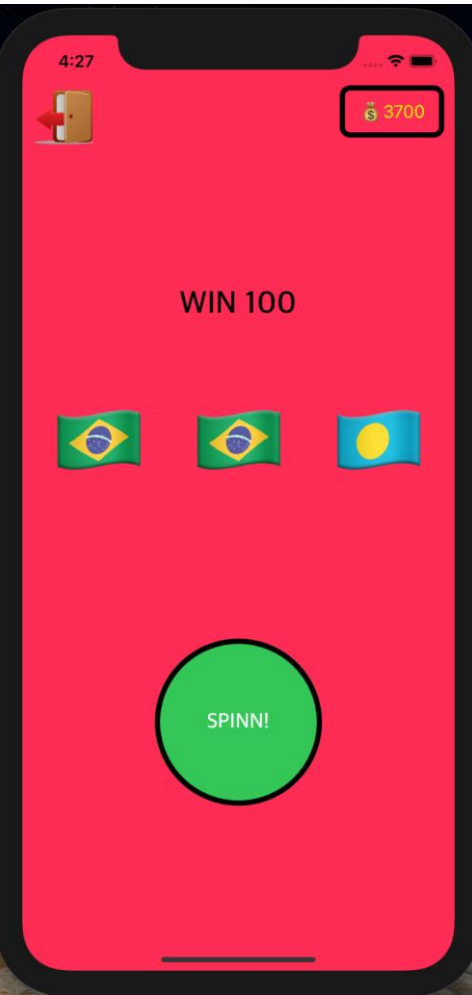
Each time user press to spin, 50 credits took from his score.

If you get 2 same emodjis on line, you got a 100 credits and a "WIN 100" label will be shown. If you get 3 emodjis in a row, this is a 300 credits win.

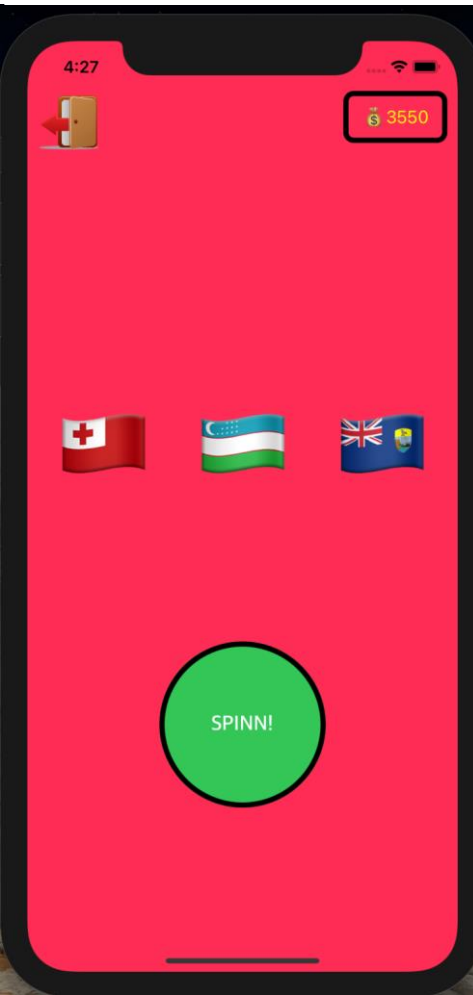
Returning to the main screen will update score label, but game buttons will stay same. Only restarting app will change them randomly.

Each game set is an array of lots of emojis, grouped by their theme. For one game will be chosen randomly 3 of them. So user can chose a theme (flags for example), play, go back to main menu and press game button with flags theme again, and he will have a game with randomly chosen emojis from that group.

No1



No2



No3

