Specifications of the assignment

Details:

The project uses a few elements on the index.html file with proper id and class names so that they can be called by styles.css and script.js. Respectively styles.css is doing all the styling on the buttons and elements except the Spin button which the styles can be found in script.js. It was designed that way to make sure the user cannot click the SPIN button after the wheel has began the animation. The button thus becomes available again when the animation ends with the .ontransitionend function. Last but not least the script.js file contains vanilla js with all the behavioral and calculation-side components that determine when they appear and how they interact between each other. The pictures themselves are NOT royalty free and shouldn't be used in public without proper rights or a swap to royalty free images. The IDE this was developed in was Atom with plugins. The github repository contains all the available branches to tweak and develop the project further without any issues.

Challenges:

All the data that is stored on the website is completely local and based on the session. If the user refreshes the page or re-opens the browser, the prize history will be deleted along with the results of the prize when the wheel was spinning. Therefore the website as it is right now can be used by as many people as possible depending on how many people congest github pages trying to redirect them to the server that it is hosted at. Here a cookie could be used or localStorage but if this in later development is set on being deployed correctly, the data should be stored and confirmed on the server-side to avoid data being manipulated with.
In addition further tests should be conducted on how the page operates on different devices and browsers so that all the users can render it properly. Different css style animations or bezier-curve equations could be used to create a more anticipatory spin that lasts longer.

Further development:

An input style adjuster on the page that can determine how much the user wants to bet on the wheel. (Currently this can only be changed in the script.js code)
An input adder that can fetch bank information, paypal information to conduct a transaction and fill the wallet with the desired amount. Reflecting the challenges above, a php mySQL database should be used that can store user information like account user.password, wallet amount and past prize history. The amount of users that can interact with the website and play with the wheel is dependent on the host of the server and the host of the database. This of course is a matter of importance when taking into consideration and building trust that the user's funds are safe if the service crashes or restarts abruptly.