

LAB – 4

RANDOMNESS AND PROBABILITY

1. Regular Dice Game

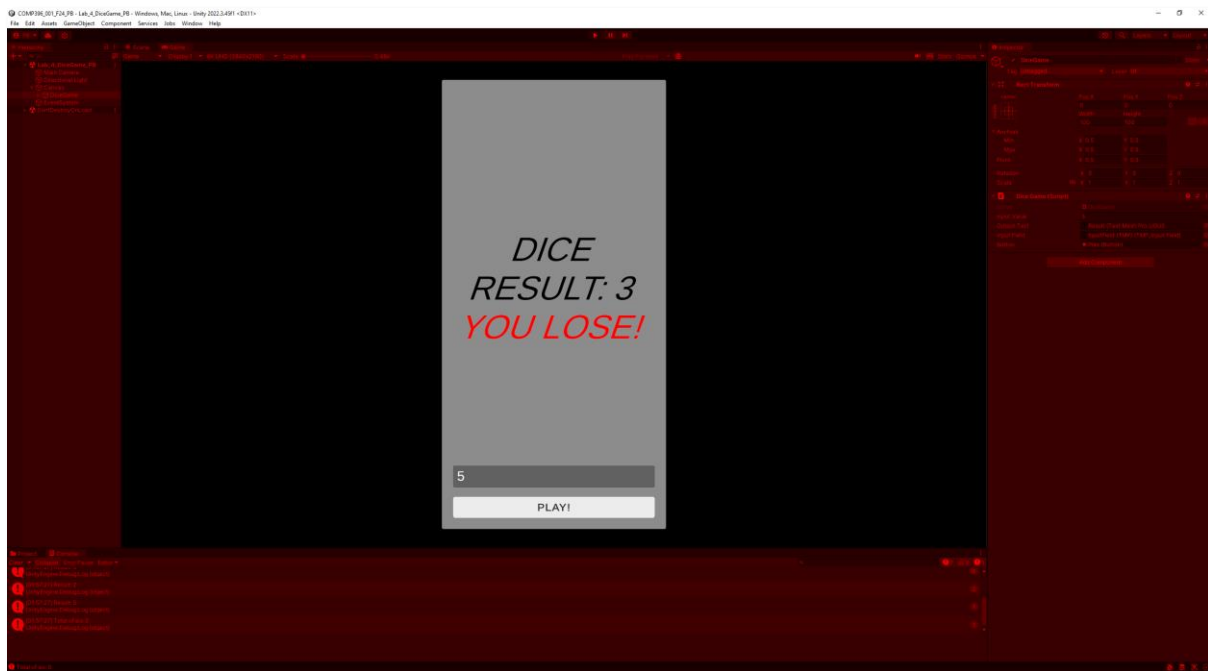


Fig 1.1: Screenshot showing *Lose* Condition in Regular Dice Game



Fig 1.2: Screenshot showing *Win* Condition in Regular Dice Game

2. Loaded Dice Game

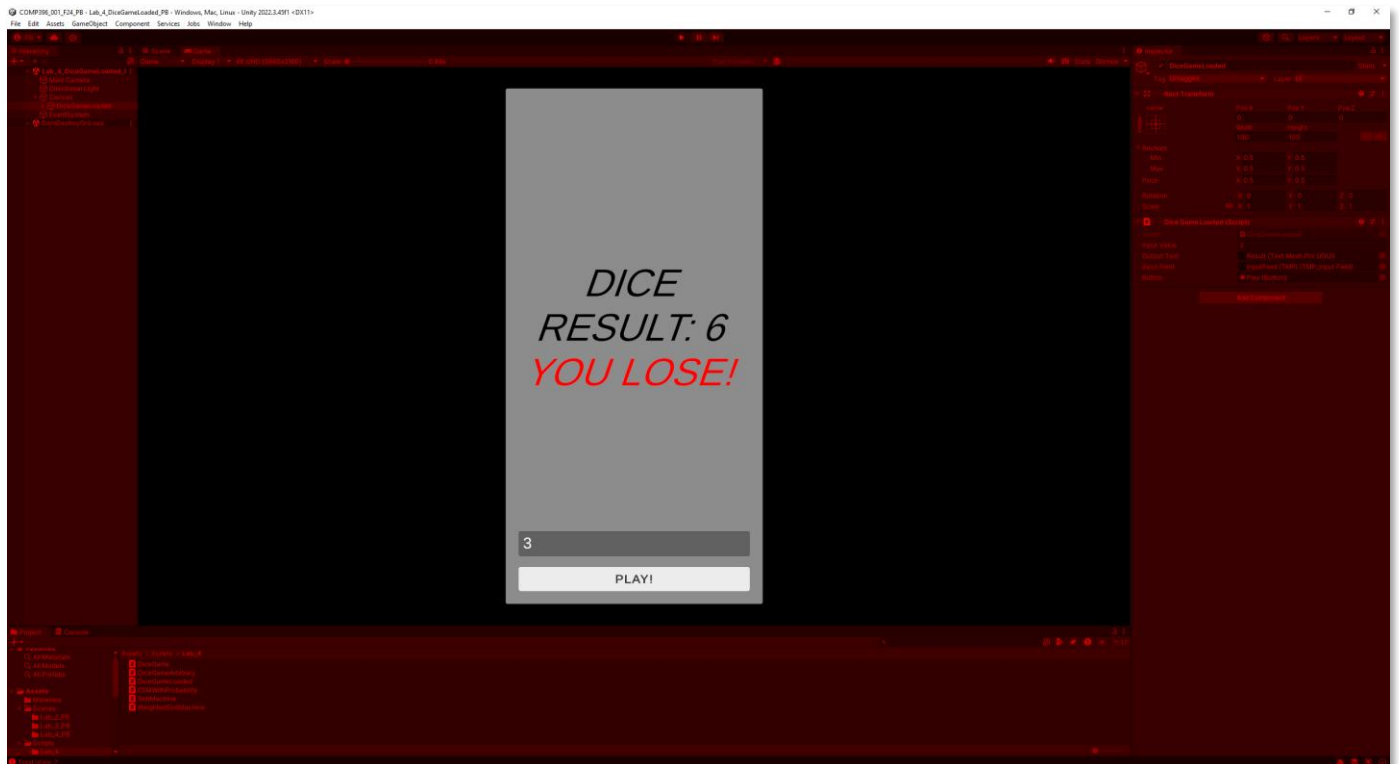


Fig 2.1: Screenshot showing *Lose* Condition in Loaded Dice Game



Fig 2.2: Screenshot showing *Win* Condition in Loaded Dice Game

3. Arbitrary Dice Game



Fig 3.1: Screenshot showing *Lose* Condition in Arbitrary Dice Game



Fig 3.2: Screenshot showing *Win* Condition in Arbitrary Dice Game

4. FSM with Probability



Fig 4.1: Screenshot showing State in Default (Weights added in Inspector)

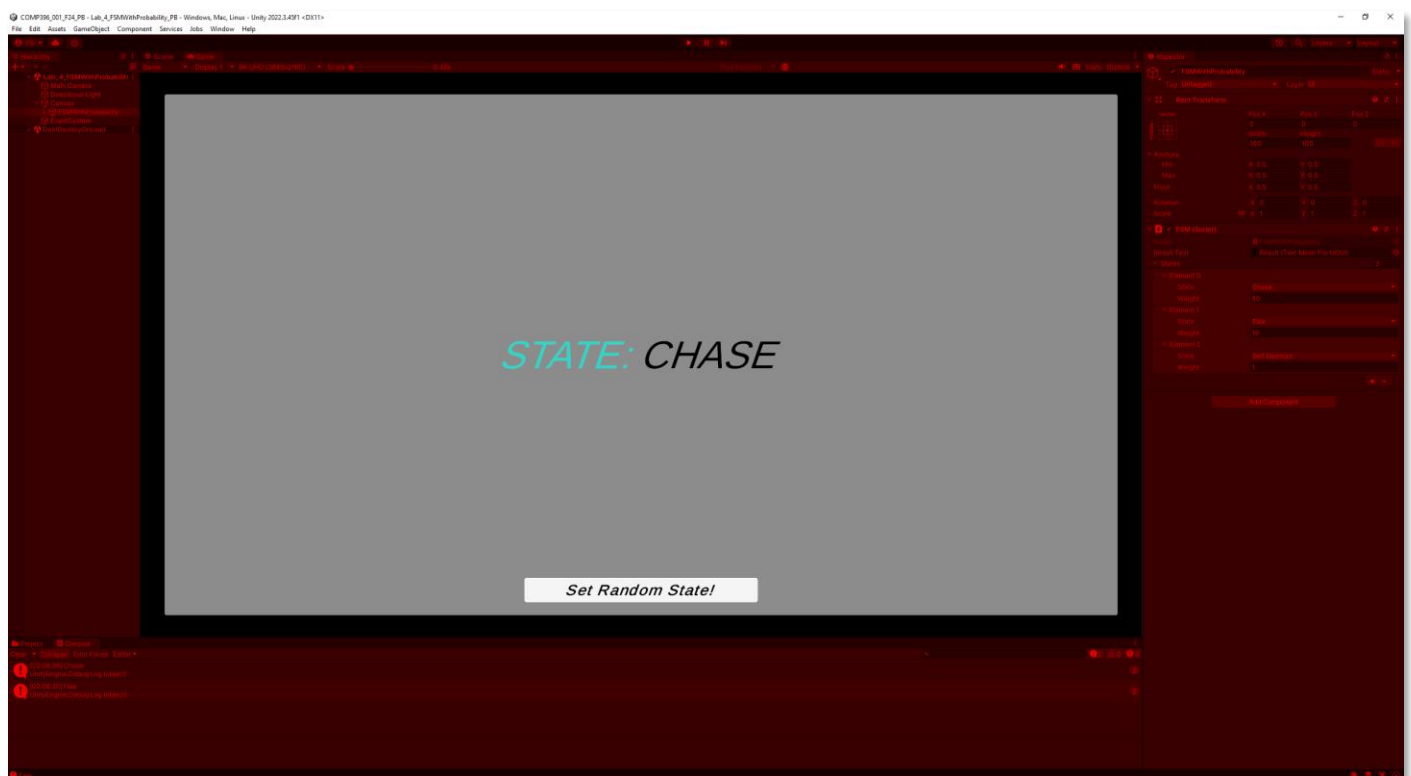


Fig 4.2: Screenshot showing State in **CHASE** (Weights added in Inspector)

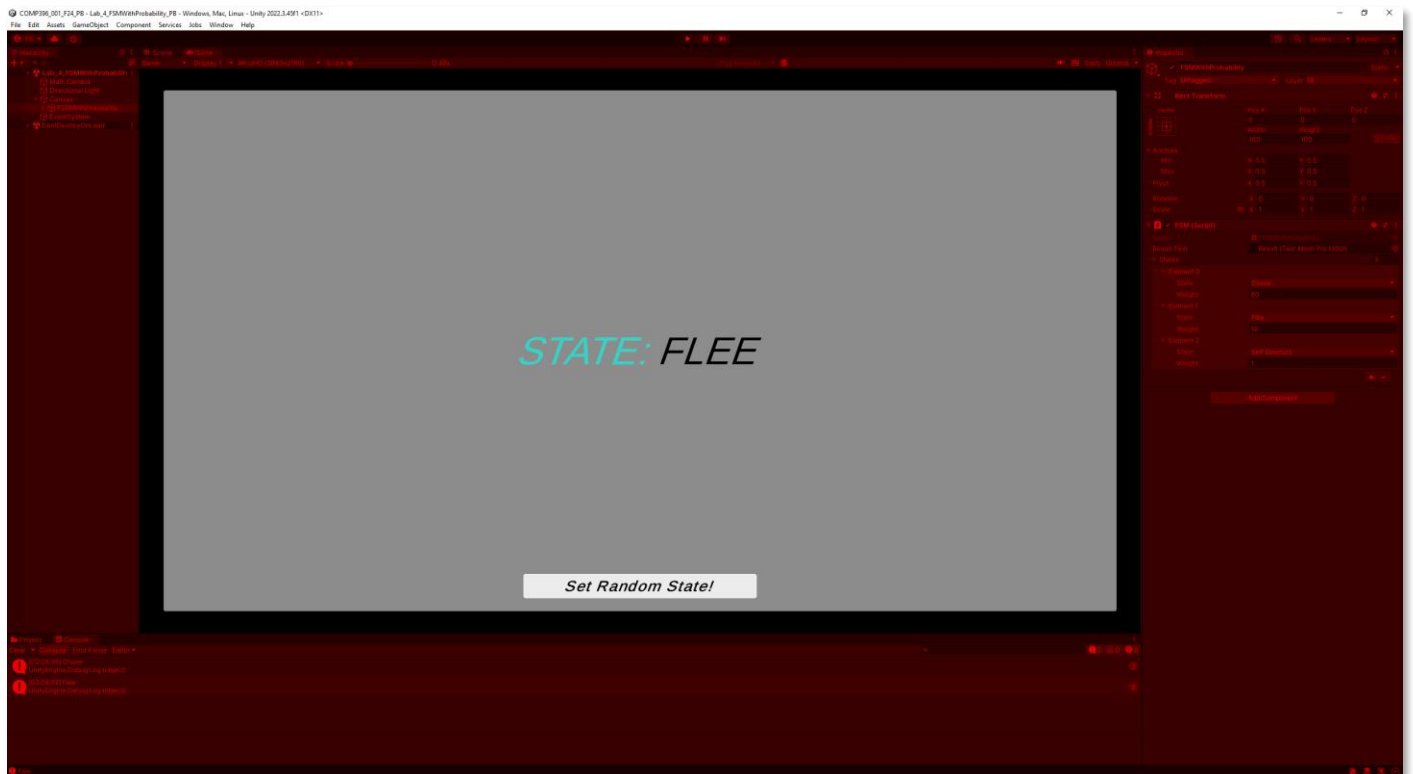


Fig 4.3: Screenshot showing State in **FLEE** (Weights added in Inspector)

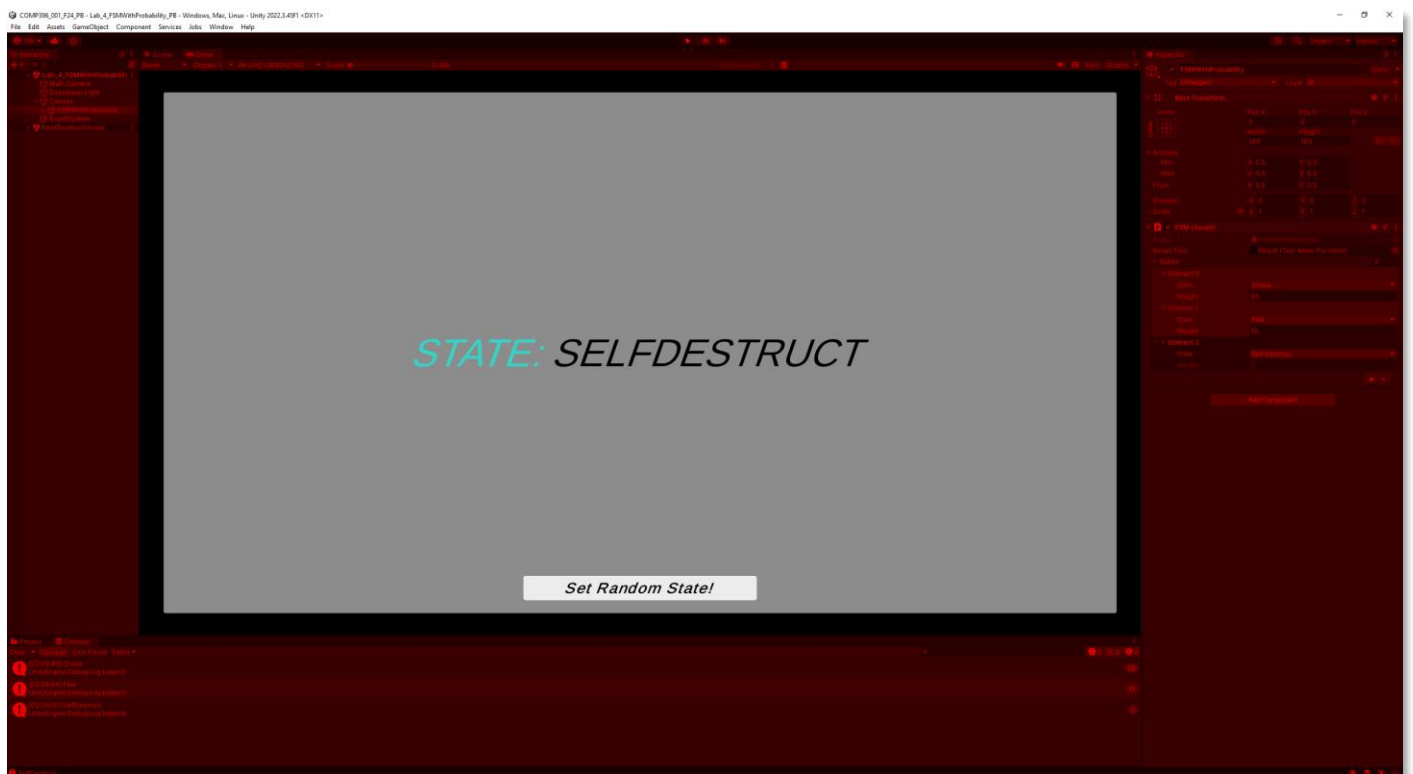


Fig 4.4: Screenshot showing State in **SELF DESTRUCT** (Weights added in Inspector)

5. Slot Machine

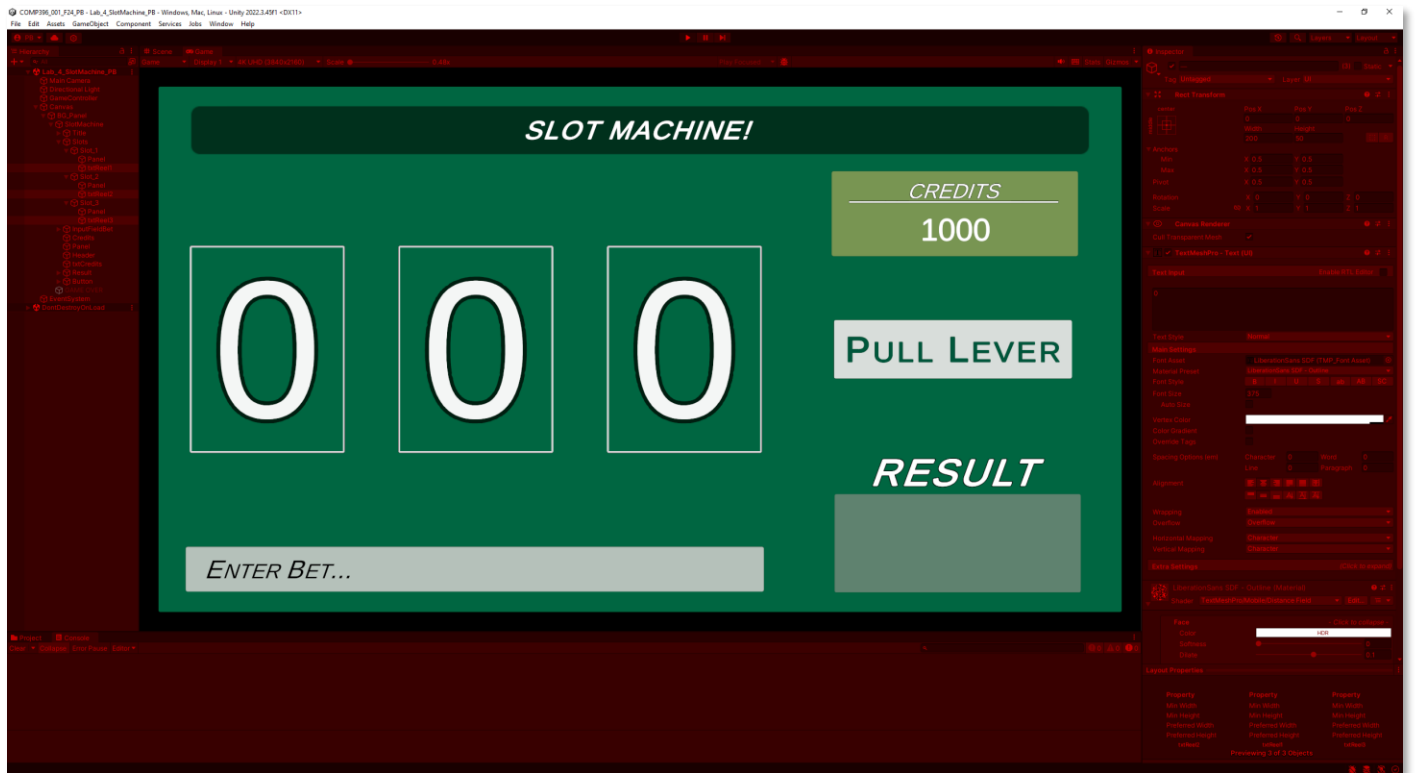


Fig 5.1: Screenshot showing initial state in Slot Machine

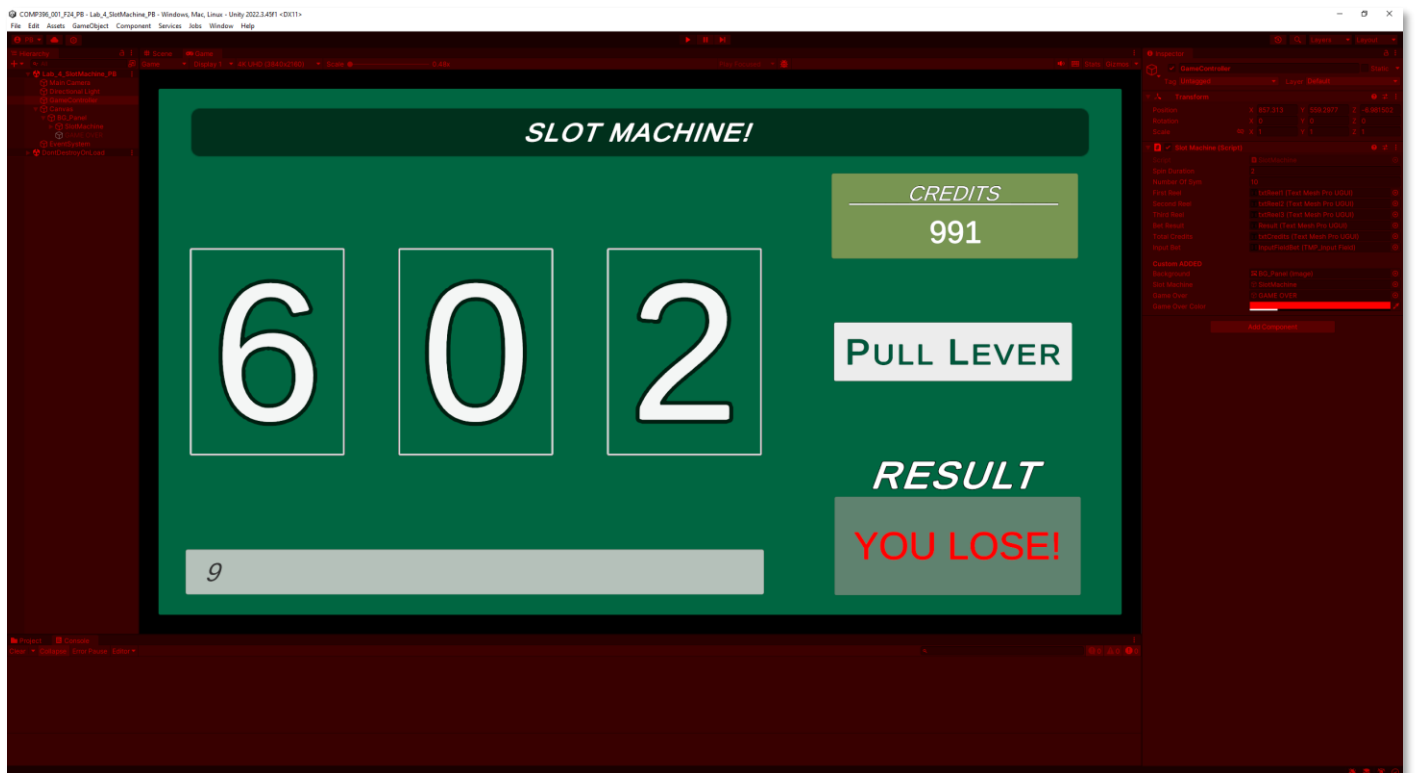


Fig 5.2: Screenshot showing *Lose* Condition in Slot Machine

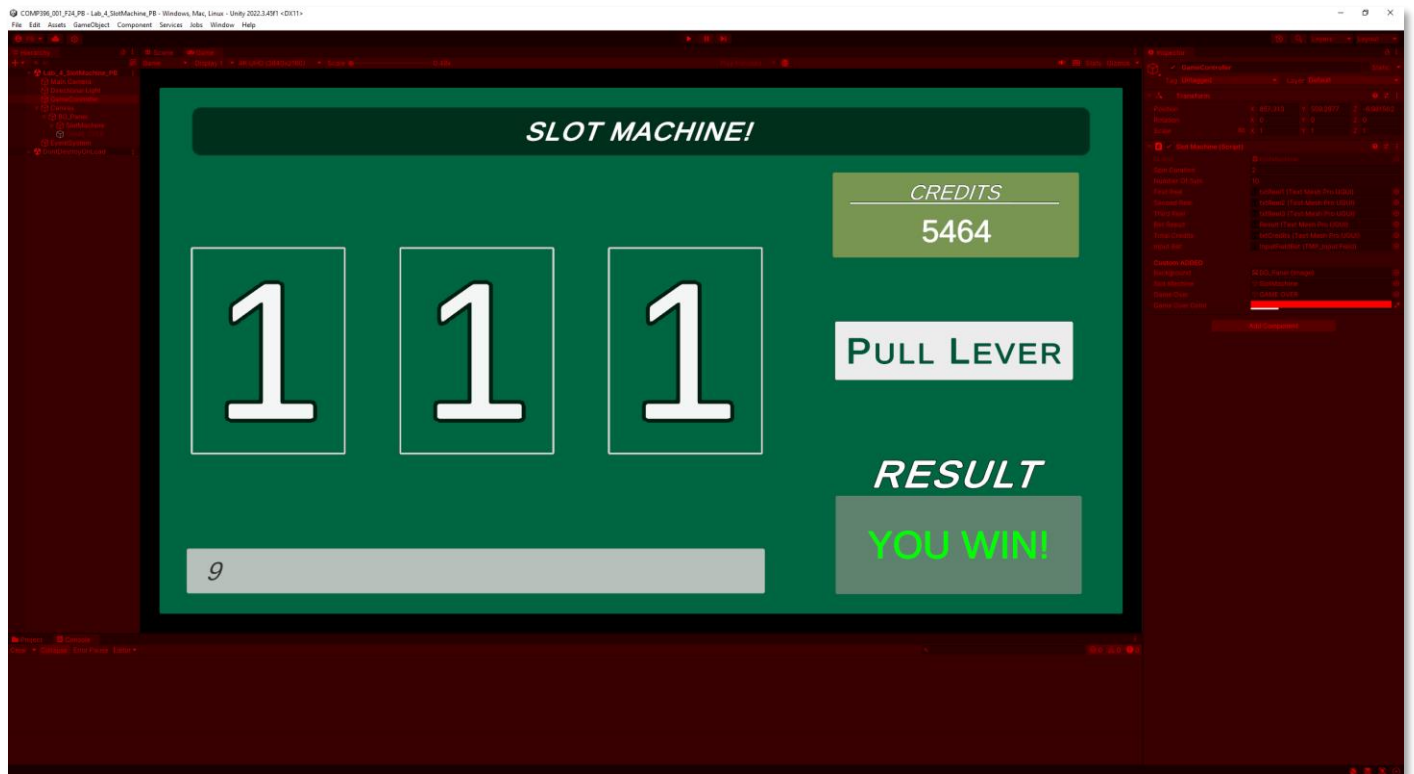


Fig 5.3: Screenshot showing **Win** Condition in Slot Machine

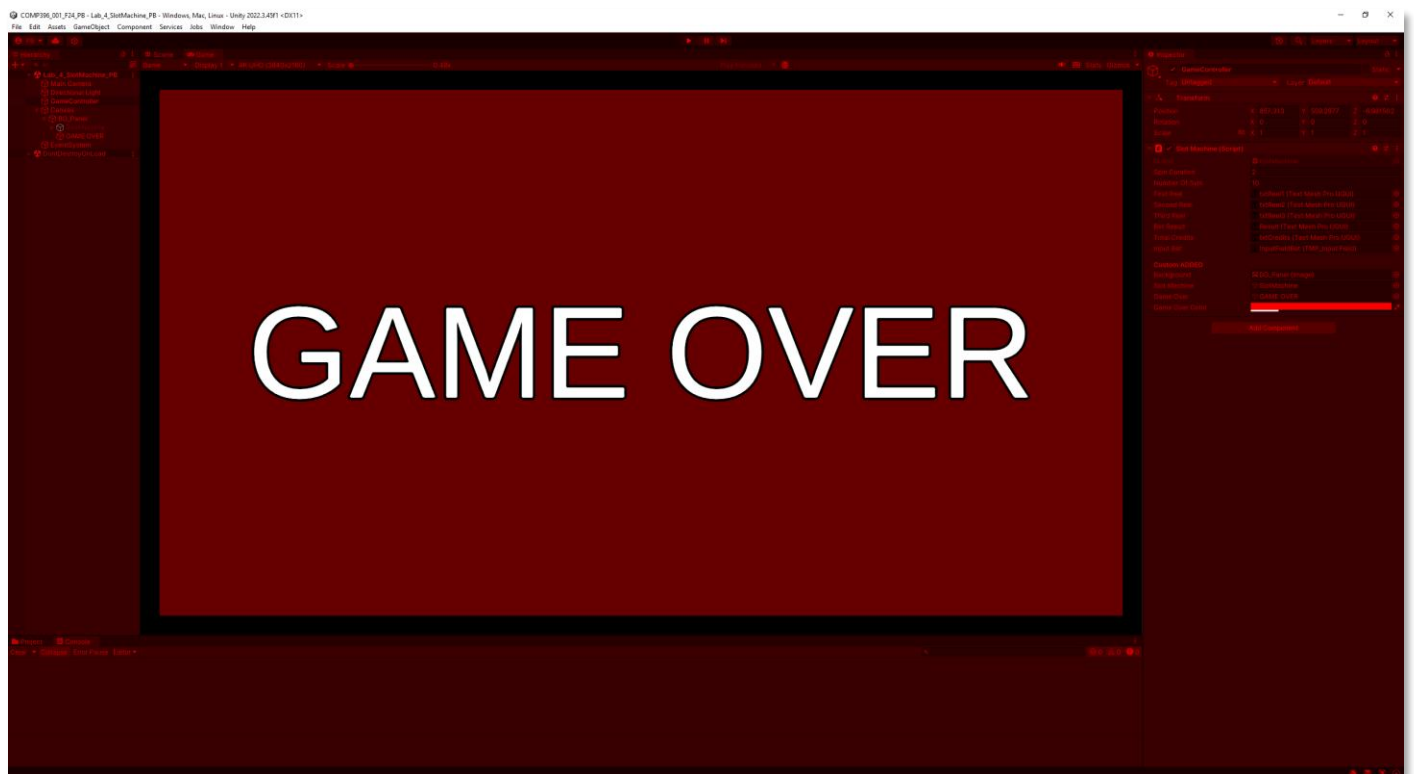


Fig 5.4: Screenshot showing **GAME OVER** Condition in Slot Machine

6. Weighted Slot Machine (Challenge)

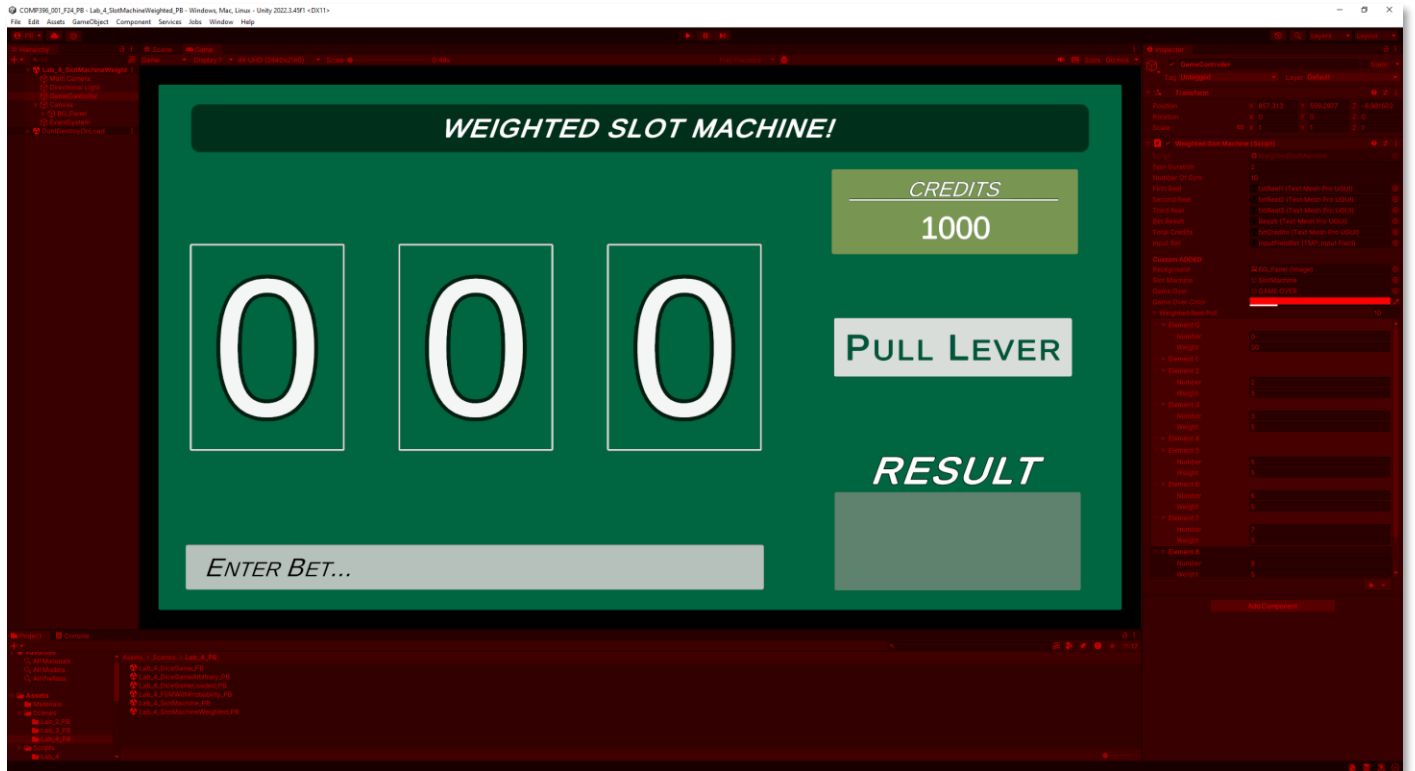


Fig 6.1: Screenshot showing initial state in Weighted Slot Machine with **weights** in Inspector

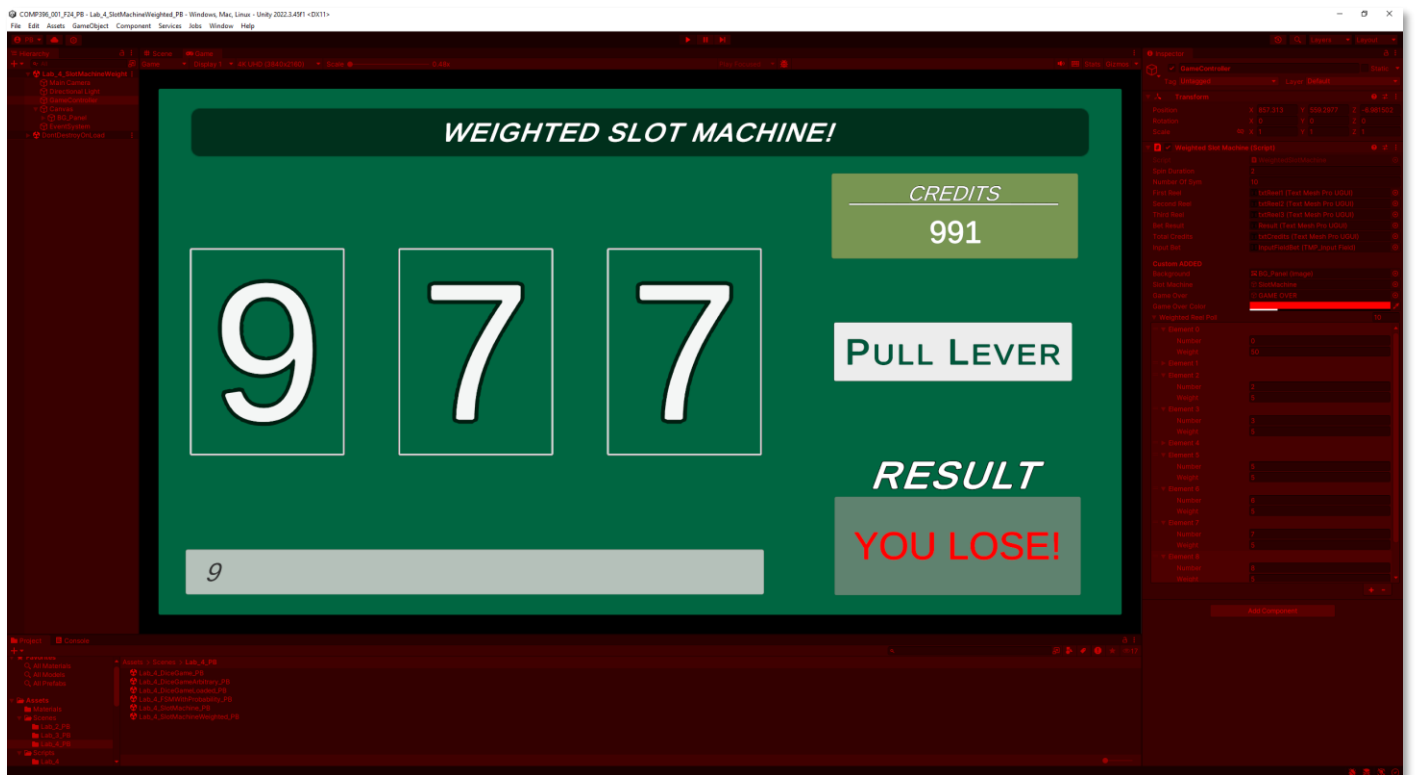


Fig 6.2: Screenshot showing **Lose** Condition in Weighted Slot Machine

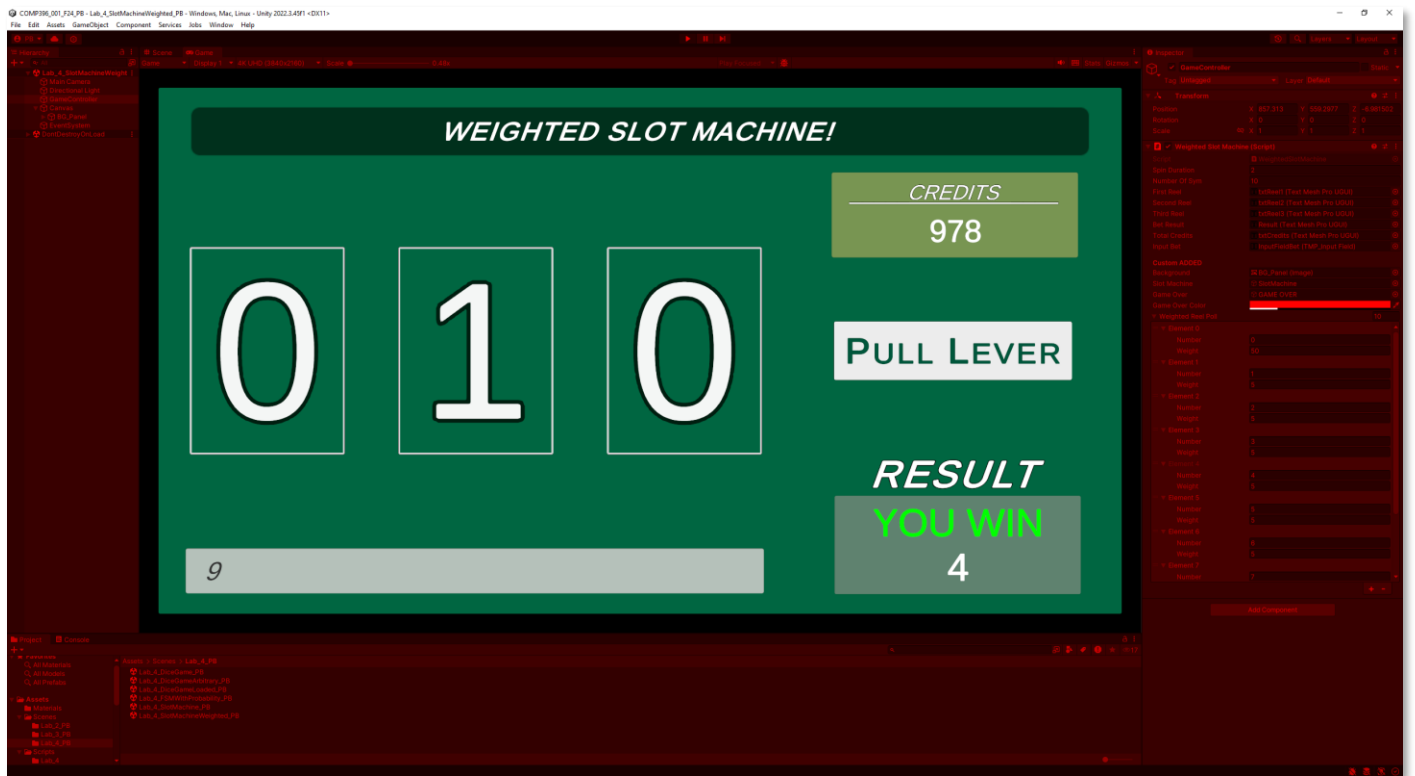


Fig 6.3: Screenshot showing one of the Win Conditions in Weighted Slot Machine

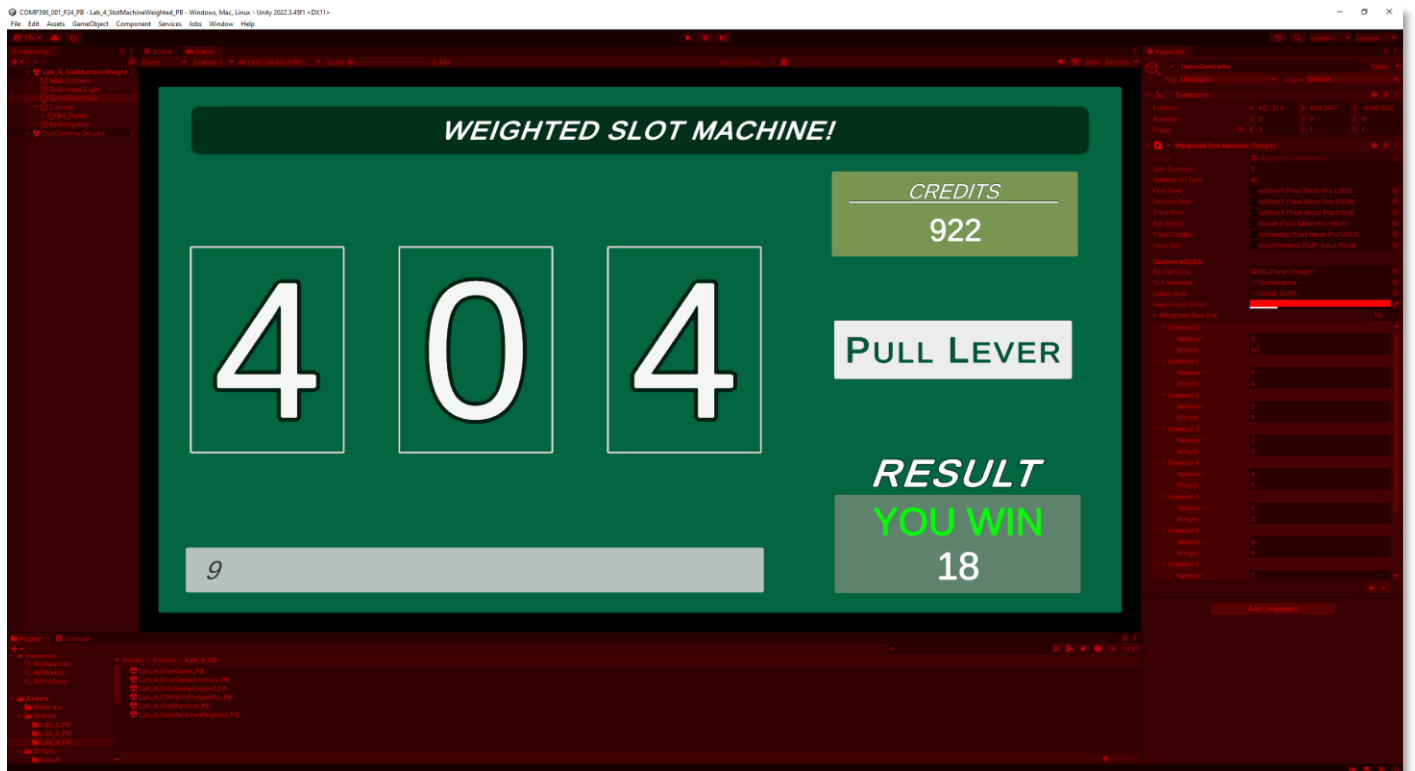


Fig 6.4: Screenshot showing one of the Win Conditions in Weighted Slot Machine



Fig 6.5: Screenshot showing the *Almost Jackpot* Condition in Weighted Slot Machine (Near Miss)

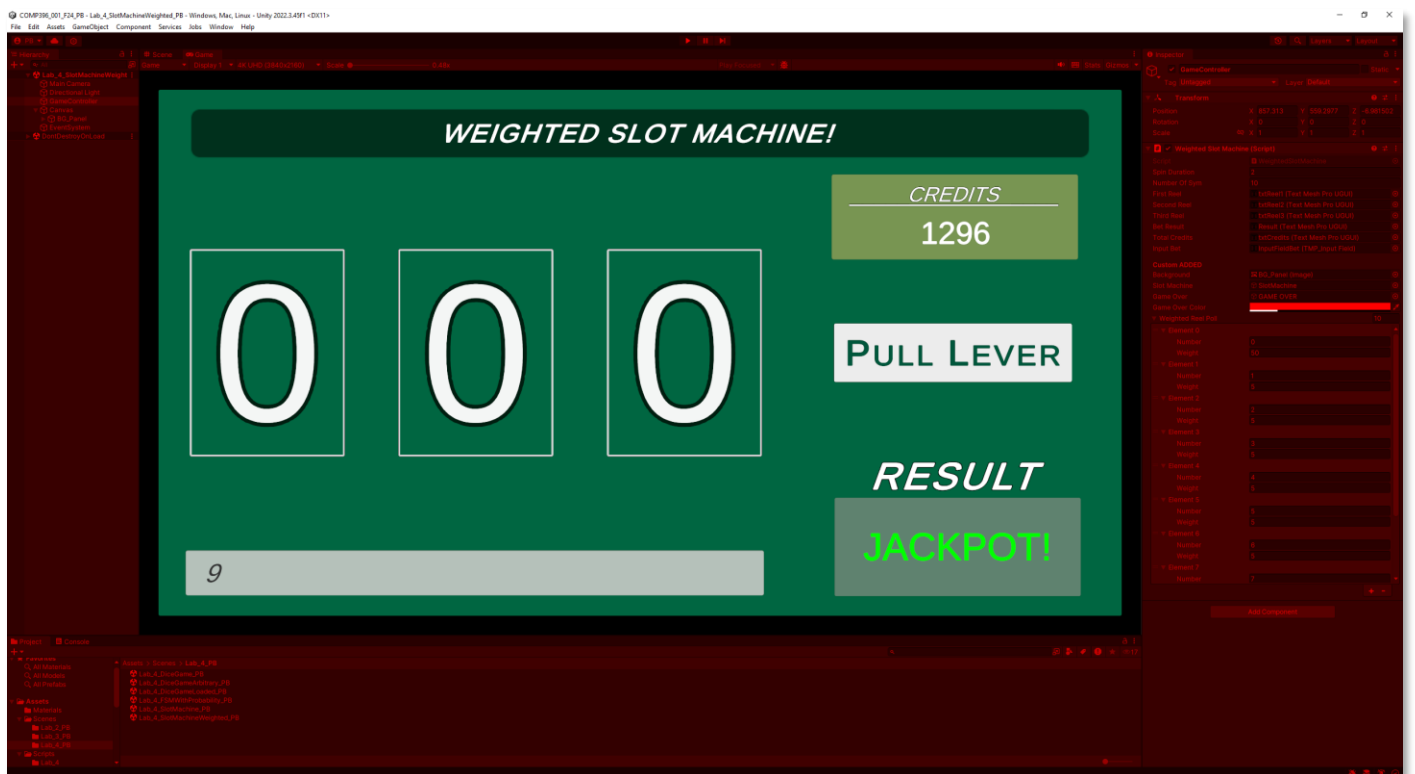


Fig 6.6: Screenshot showing the *Jackpot* Condition in Weighted Slot Machine

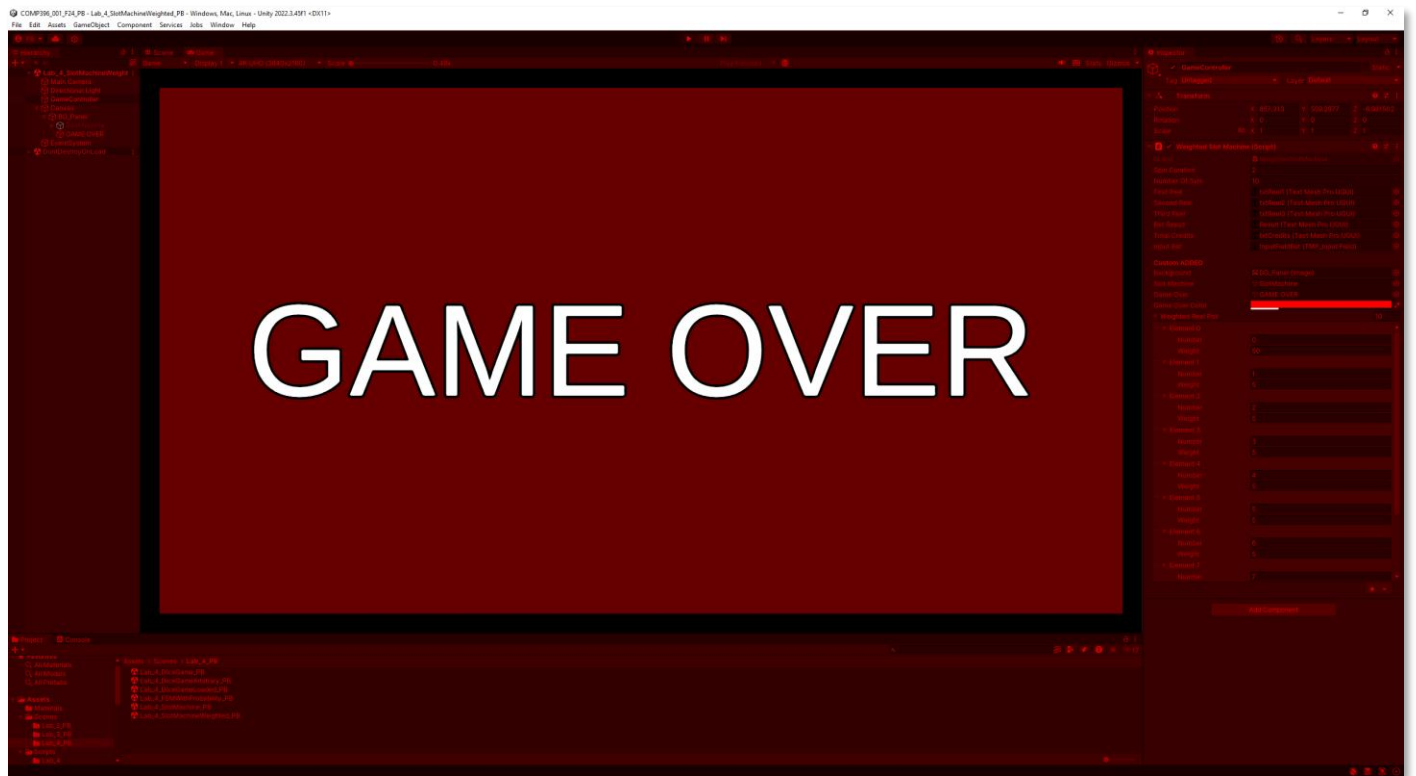


Fig 6.7: Screenshot showing **GAME OVER** Condition in Weighted Slot Machine