

Slot Machine

Me Myself

2023-07-18

R Markdown

SLOT MACHINE CODING

```
get_symbols <- function() {
  wheel <- c("DD", "7", "BBB", "BB", "B", "C", "O")
  sample(wheel, size = 3, replace = TRUE,
         prob = c(0.03, 0.03, 0.06, 0.1, 0.25, 0.01, 0.52))
}

score <- function (symbols) {

  same <- symbols[1] == symbols[2] && symbols[2]==symbols[3]
  bars <- symbols %in% c("B", "BB", "BBB")

  if (same) {
    payouts <- c("DD" = 100, "7" = 80, "BBB" = 40, "BB" = 25, "B" = 10, "C" = 10, "O" = 0)
    prize <- unname(payouts[symbols[1]])
  }
  else if (all(bars)) {
    prize <- 5
  }
  else{
    cherries <- sum(symbols == "C")
    prize <- c(0,2,5)[cherries + 1]
  }

  diamonds <- sum(symbols == "DD")
  prize* 2^diamonds

}

play <- function() {
  symbols <- get_symbols()
  print(symbols)
  score(symbols)
}
```

PLAY MODE

```
play()
```

```
## [1] "0" "0" "0"
```

```
## [1] 0
```