**Task: Simple Slot Machine Game**

**Objective:** Build a basic slot machine game using JavaScript, PIXI.js, and Webpack.

Requirements:

**Game Setup:**

Use PIXI.js for rendering.

Set up the project with Webpack to manage assets and scripts.

Name the project 'my-company entry level task'.

**Game Design:**

The game should have three reels.

Each reel should have five different symbols or images.

The reels should spin and stop sequentially (left to right).

**Game Logic:**

Implement a simple spin button that starts the spin of all three reels.

After spinning, the reels should stop showing a random set of symbols.

Include a basic scoring system (e.g., three matching symbols = win, otherwise = lose).

**Interface:**

Create a basic but user-friendly interface.

Display the player's score or credits.

Include instructions on how to play the game.

**Code Quality:**

Ensure the code is well-organized and commented.

Write clean, maintainable code.

**Bonus (Optional):**

Add simple animations (e.g., symbols spin smoothly, flashy effects for wins).

Include sound effects for spinning and winning/losing.

**Deliverables:**

* Source code of the game in a repository (e.g., GitHub, Bitbucket).
* A brief documentation explaining the game structure and how to run it.
* (Optional) A deployed version of the game, if possible.