





PlayerData
int m_myCurrentMoney

LobbyManager

CommonUIManager
Button m_homeBtn
Button m_menuBtn
Text m_myMoney

CommonSoundManager

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InputManager

GameUIManager
Text m_totalBetText
Text m_winText
Text m_totalWinText
Button m_betUpBtn
Button m_betDownBtn
Button m_mainSpinBtn
Button m_freeSpinBtn
Image m_freeGameImage
Image m_freeGameCount

GameSoundManager

PayTable
int m_lines
int[,] m_payLineArray
void LoadPaytable(string path)

DataManager
const int m_slotRow = 3
const int m_slotCol = 5
int m_totalWin
int m_mainWin
int m_bonusWin
int m_freeWin
int m_totalBet
int m_bet
int m_lines
int m_myDisplayedMoney
int m_freeSymbolCount
int m_freeGameTotalCount
int m_freeGameCurrentCount
int m_bonusSymbolCount
int m_bonusGameTotalCount
int m_bonusGameCurrentCount
Jackpot[5] m_bonusJacpotWin
void ApplyBet(bool isUp)

Enum SymbolSort
Pick = 0, Tent, Hook, Shoes, Helmet, Logo, Climber, Bigfc Wild = 10, Free = 20, Bonus = 30

Enum SymbolState
Idle = 0, Winable, Win

Symbol
bool m_isWon
int m_row
int m_col
SymbolSort m_sort
SymbolState m_state
Image m_idleImage
Animator m_winImage
Animator m_winFrame
Animator m_winEffect

Enum ReelState
Idle = 0, SpinStart, Spin, SpinEnd, Stop

Reel
bool m_isWinable
int m_col
float m_moveSpeed
Animator m_damperEffect
Animator m_winEffect
Animator m_winFrame
ReelState m_state
Symbol[5] m_symbols
void Spin()
void Break()
void Damp
void Stop()

Enum MainGameState
Ready = 0, Spin, Stop, CheckWin, ShowScatterWin, CheckBonus, BonusIntro, BonusGame, BonusEnd, CheckMain, MainReward, MainEnd, CheckFree, FreeIntro, BigWheelIntro, BigWheelGame, BigWheelEnd, FreeGameIntro, FreeReady, FreeSpin, FreeStop, FreeCheckWin, FreeReward, FreeTotalReward, FreeGameEnd, TotalAward, TotalEnd

Enum BonusGameState
Intro = 0, Ready, Reward, CheckMore, TotalAward, End

Enum BigWheelState
Intro = 0, Ready, Spin, Break, Stop, Reward, End

Enum Jackpot
Mini = 0, Minor, Major, Grand

Gem
int m_gemImageNum Image m_jackpotImage Animator m_animator Animation m_idleAnim Animation m_winAnim

BonusGameManager
int[] m_win Gem[12] m_gems void CalculateGame() void SetGame() void StartGame() void PickGem() void RewardGame() void MoveBackToMainGame()

BigWheelManager
int m_currentRotation int m_targetRotation float m_angle float m_rotationSpeed void CalculateGame() void CalculateAngle() void SetWheel() void SpinWheel() void BreakWheel() void StopWheel() void MoveToFreeGame()

MainGameManger
bool m_isPaused bool m_isAutoSpin const float m_timeToActAutoSpin int[,] m_pulledSymbols float m_spinClickTime Reel[5] m_reels void StartGame() void CalculateGame() void SetPulledSymbols() void SetPulledSymbols(int[], freeSymbols) void RearrangeReels() void SetAutoSpin() void StopReelsInTurn() void StopReelsImmediately() void SetWinDisplay() bool IsWonBonusGame() void EnterBonusGame() bool IsWonMainGame() void RewardMainGame() bool IsWonFreeGame() void EnterBigWheel()

Enum FreeGameState
Intro = 0, Ready, Spin, Stop, Reward, CheckMore, End

FreeGameManager
int[,] m_pulledSymbols void StartGame() void CalculateGame() void SetPulledSymbols() void SpinReels() void SetStopState() void SetRewardState() void MoveBackToMainGame()