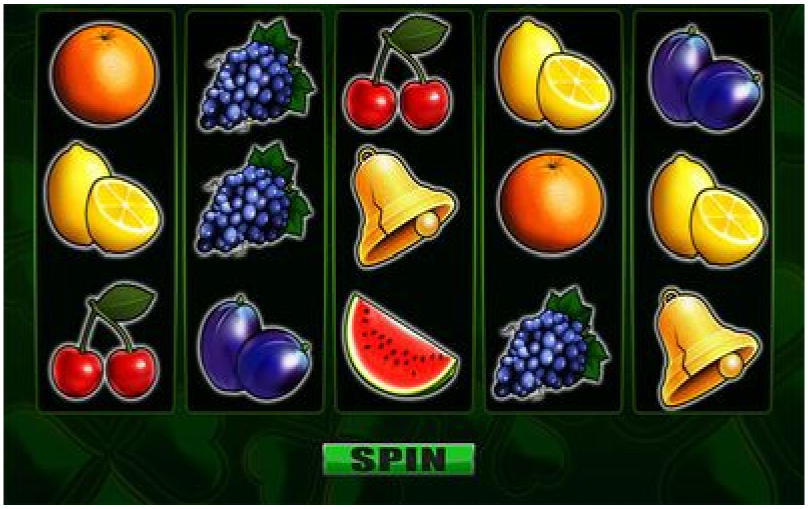
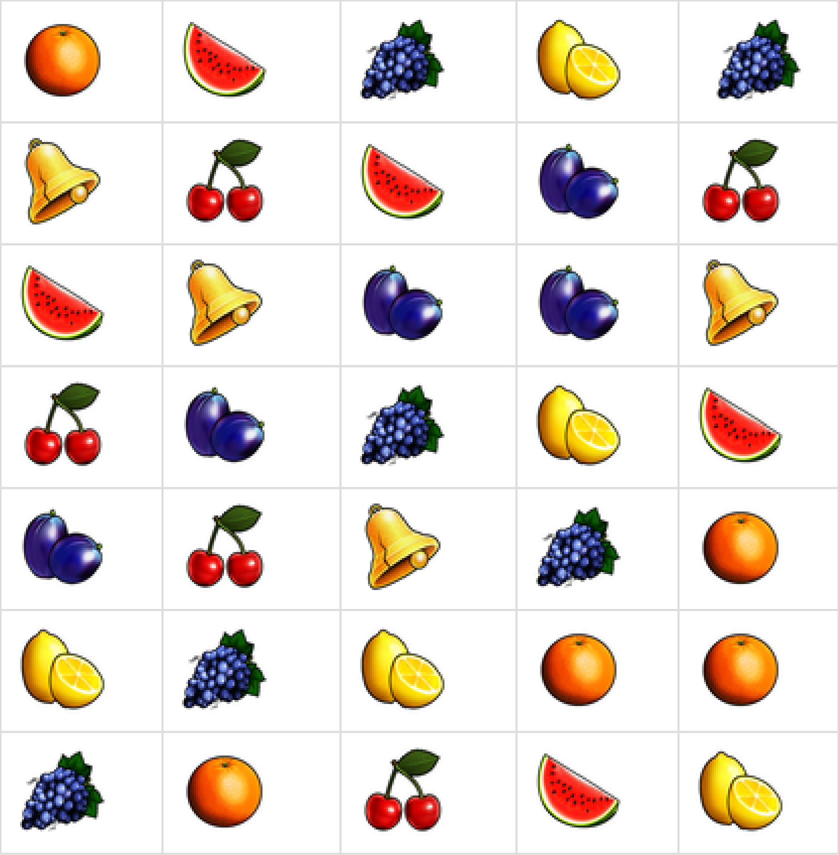
ENGLISH -Technical Test - Gaming Division - Developer

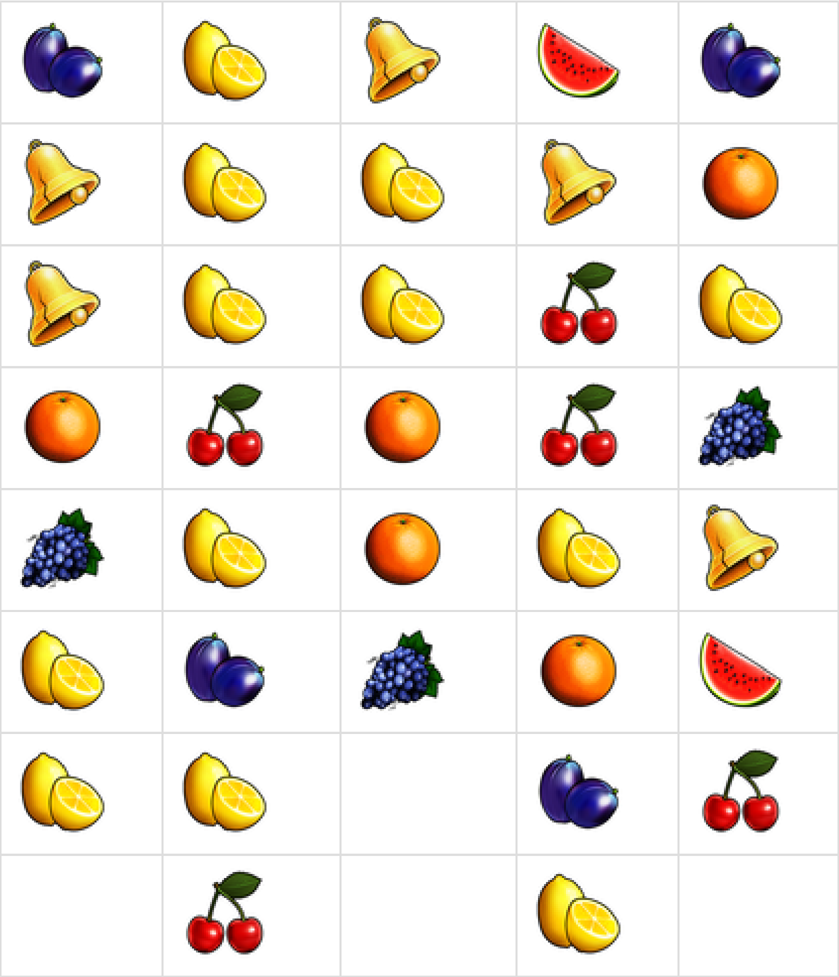
- The result, sources, and binaries must be delivered within a maximum period of 5 days after receiving the test.
- It can be implemented in C++ or C #, using any engine, at personal choice (Unity3D, Cocos2dx, Ogre3D ...).
- The basic test is mandatory, the extra test can be done optionally.
- The objective is to make a slot machine in its most basic version, all the graphic material is included in the test.
- The result should be similar to the following image



BASIC TEST

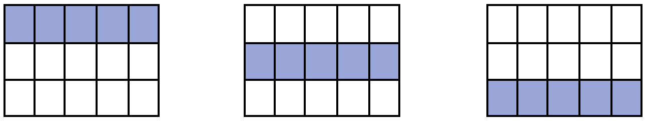
1. There are five rollers, and each of them, has the following definition of figures, in the same order they are described:



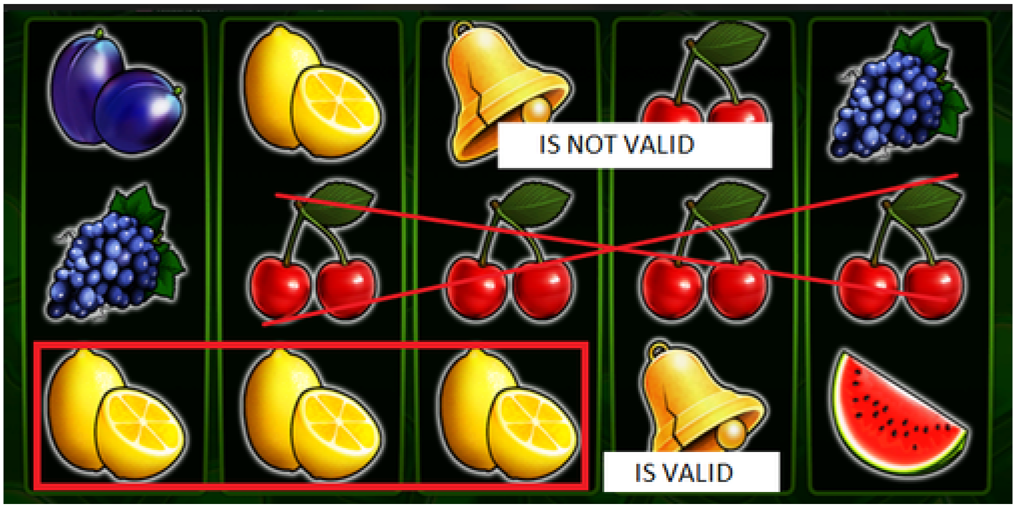


2. When you press the SPIN button, the rollers begin to turn, from left to right, with a small space of time between them. The figures will rotate from Up to Down.
3. The rotation time of the rollers is random between two seconds and four seconds, at this point, they start to stop, again, from left to right, with the same small space of time.
4. Once the rollers are stopped, evaluate any combinations of the same symbol obtained from left to right following the next basic line patterns and mark them in some way (using lines, squares, highlight them...).

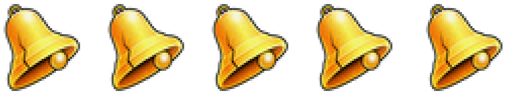
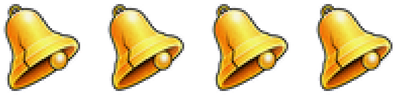
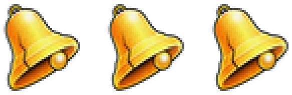
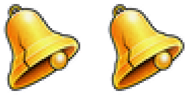
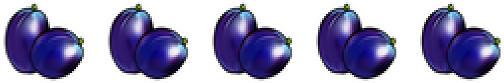
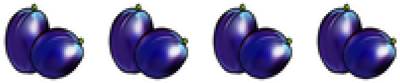
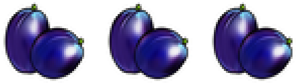
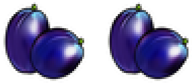
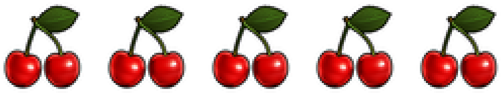
Basic Line Patterns



Note: The Patterns validation must start on the first reel only.



1. If there are some of the reward patterns on the screen, it must show the credit amount from any of the next winning combinations:

Reward Patterns	
	**100 Credits**
	**75 Credits**
	**50 Credits**
	**25 Credits**
	**40 Credits**
	**20 Credits**
	**10 Credits**
	**5 Credits**
	**10 Credits**

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🍋 🍋 🍋 🍋	**10 Credits**
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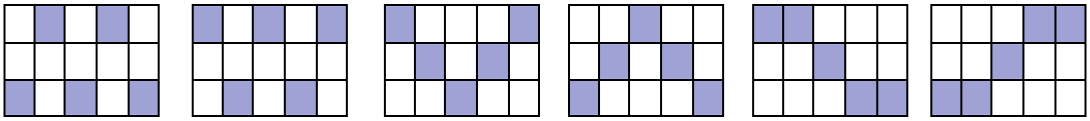
EXTRA TEST

1. These are a few extra winning combinations using the previous rules described before.

Extra Optional Line Patterns


2. Try to make it as scalable as possible. Making it possible to add more extra patterns without the need to modify code.

   Example: bool CheckLinePattern(PatternToCheck);