Synopsis Mentioning

For the shop I chos the Bennie holtkamp store. You see some nice looking gambling machines I remade a machine called double diamonds.

You can play on them if you are spinning lights turn on

And if you manage to win coins fall down and a message pops up

List important classes and important methods:

mainClass

Class Coin

Class Background

Class Lamp

Move() to make a small “light show”

Class Machine

Void changewin() to check if you won or not

Class Slot

void update(boolean spin) to check whether the slots are spinning

void state() used states to know where icons are positioned and what to do next\*/

A picture containing text, outdoor, store, shop

Description automatically generated

Diagram

Description automatically generated