Hello,

I plan on creating a Wheel of Fortune game. I’m still trying to decide if I want the image to spin or the needle. I’m looking into both methods to see which one I want to pursue.

I will be using JavaScript for this project, along with Brackets to edit/add/update the code.

I found an image on <https://pngtree.com/freepng/colourful-wheel-of-fortune-for-lucky-contest_4991028.html> where I can attribute the author to use the image.

I’m still looking for a free/copyright free audio. So far, all I can find is ones I will have to pay for.

Worst case, I can buy this for $1 and use https://audiojungle.net/item/casino-spinning-wheel/20925077

I was thinking of animating the wheel to spin around like most wheel of fortune games. Or if the coding becomes too complicated for time wise. To make the needle spin. Then display a mini popup on the screen for what the user has won. And have a log of it on the side of the screen.

I will be trying both methods to animate a image for the wheel and a arrow/needle just for my own personal knowledge/experience.

My tutorials I will be using:

<http://dougtesting.net/winwheel/examples/wheel_of_fortune>

<https://konvajs.org/docs/sandbox/Wheel_of_Fortune.html>

https://www.tutorialspoint.com/javascript/javascript\_animation.htm