SLOT MACHINE

To create a slot machine we can break it down into several small tasks. You'll need to:

- Have it keep track of how much money the player has
- Check that they've got enough money to play before they can spin
- Spin and get 3 symbols at random
- If all three symbols are the same, double their cash

Keeping track of their money

To do this you'll need to store the value as a **variable**. Make a new variable and call it something you'll remember (such as cash). Now at the **beginning** of your program set it to **100**, that way the person starts with £100. You'll use this variable throughout your code and change it every time they play or win.

Checking they have enough money

We want our slot machine to keep going until the run out of money. Use a **while loop** to keep the game running until their money has run out, or is **less than 0.** Now all of your code to play the game should go inside this while loop so it runs **every time.**

Remember as well at the start of your while loop to tell the user to press enter to spin, you can use the **input()** function to do this. Next they will need to pay to spin, so tell them **how much money they current have** then **subtract £5** from it. After that you'll make the symbols spin and see if they've one, both are explained below.

Spinning to get 3 random symbols

This will be the toughest part. I don't want to see the symbols as images, just **strings** to tell the user what symbol they've spun (so "bell" or "orange").

Make yourself a new function that you will use to spin the reel and get the result. Remember to use the **def** keyword to make your function. Name it something like **spin().** Now set up a new list that will contain the symbols that could come up, I would recommend just having **cherry, bell and orange** to start off.

Now to pick one at random you'll need to generate a random **index** to **reference** the item in your list. Remember to **import random** at the start of your code then use the **random.randint()** function to get your number.

At the end of your function you will use the **return** keyword to **pass the value back** when the function is run. In this case you will want to return **one of the items in the list**, so use the random integer to pick one first then return that value.

Now you will use the function three times to get your results. Remember in your code to **make a variable to store the result of the function then run it.** E.g. spin1 = spin() will run your function and store the value it returns in spin1.

If all three symbols are the same, double their cash

After spinning and getting the result you'll double the player's cash if all three values are the same. Use an **if** statement to check if all three are equal. If they are, tell them they've **won and double their money.** Then add an **else** statement to say bad luck if they haven't won.

If you get all of this working

You can add extra features such as:

Use the time.sleep() function (remember to **import time**) to make a delay between spins

Make more complex rules for the symbols. In an actual slot machine you would win different amounts depending on what symbols matched. Change it so that 3 of one kind you give you 10 times your winnings instead. If you have time add more symbols and even more complex rules.