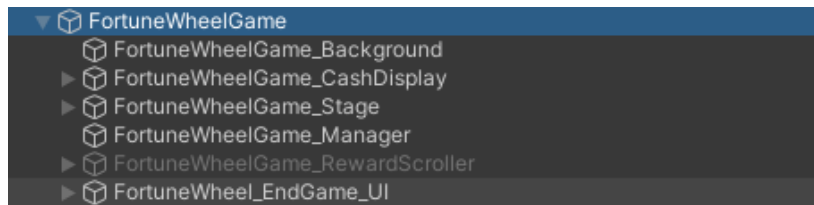


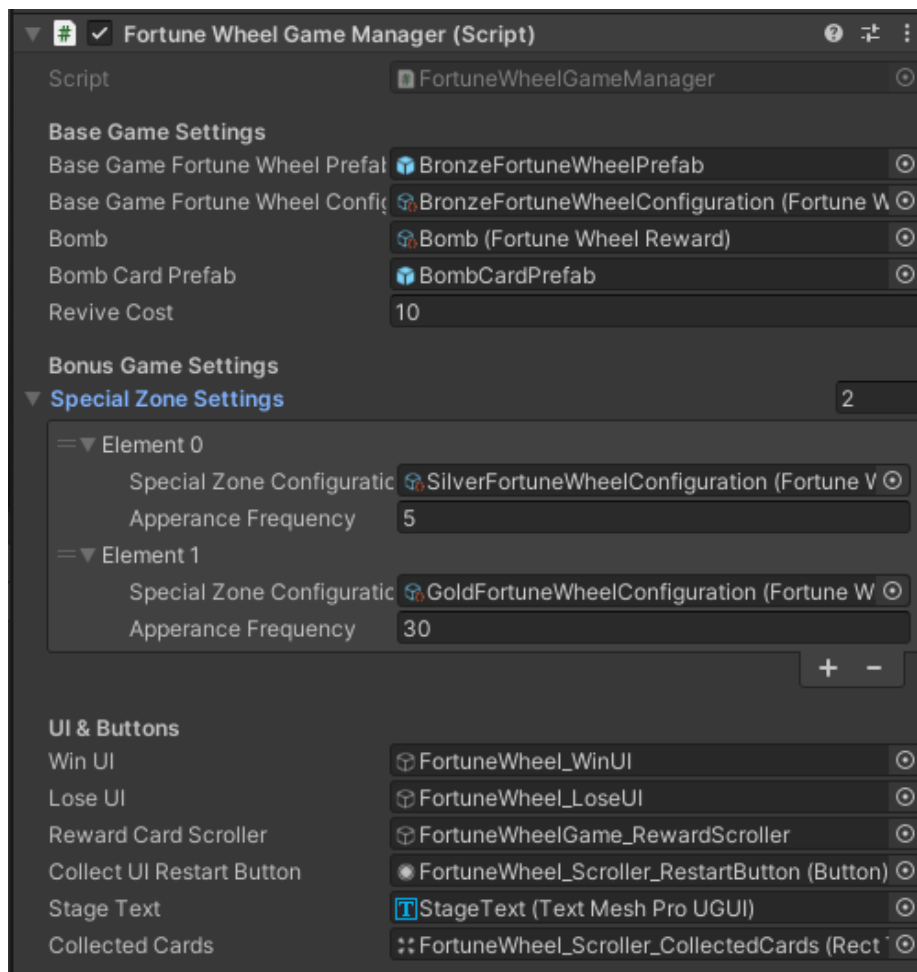
Fortune Wheel Game

Basic Setup



- **FortuneWheelGame_Background:** Background image panel.
- **FortuneWheelGame_CashDisplay:** Player currency display panel. Contains 2 childs as text and sprite of the currency. DisplayPlayerCash script should be attached.
- **FortuneWheelGame_Stage:** Displays current stage of the fortune wheel. Has a child as text to display the stage.
- **FortuneWheelManager:** Controls general flow of the game. More explained below.
- **FortuneWheelGame_RewardScroller:** At the end of the game, displays earned rewards (cards) as scroll view. Has horizontal layout group as child and restart button to restart the game.
- **FortuneWheel_EndGameUI:** Has 2 childs as WinUI and LoseUI. Relative UI will be displayed from the outcome of the spin.

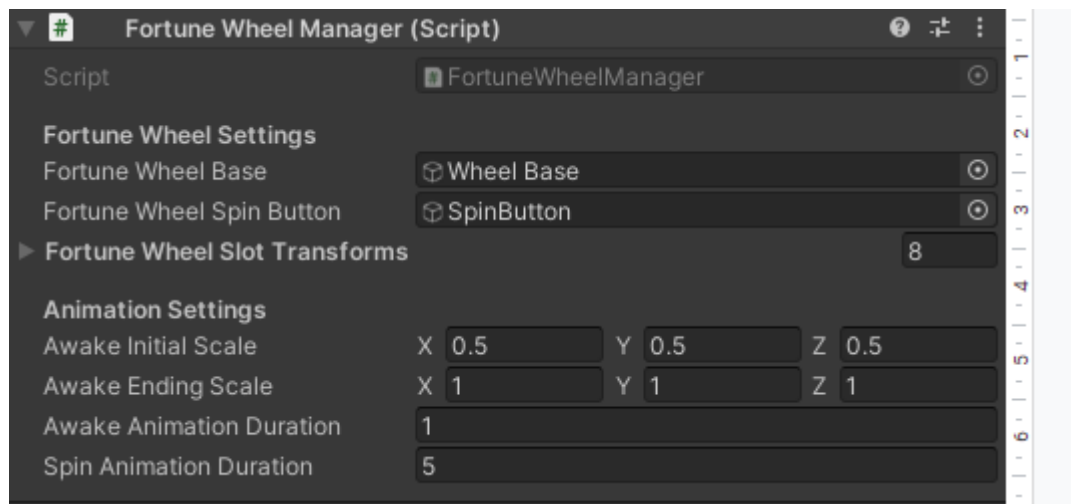
Fortune Wheel Game Manager



Fortune Wheel Game Manager is responsible for the general flow of the game.

- **Base Fortune Wheel Prefab:** Fortune Wheel Prefab for base game should be assigned. Should have FortuneWheelManager script attached.
- **Base Game Fortune Wheel Config:** Rewards, bomb count and reward card prefab should be assigned as FortuneWheelConfiguration scriptable object.
- **Bomb:** Bomb configuration should be assigned here.
- **Bomb Card Prefab:** Bomb card prefab should be assigned here.
- **Revive Cost:** Cost of revive when player hits bomb should be assigned here.
- **Special Zone Configuration:** FortuneWheelConfiguration scriptable object containing rewards and reward card prefab should be assigned. Also, appearance frequency should be assigned as well.
- **UI & Buttons:** All relative UI elements should be assigned here. Buttons are assigned by default with the OnValidate() method. By using inspector's debug mode, button references can be checked.

FortuneWheelManager

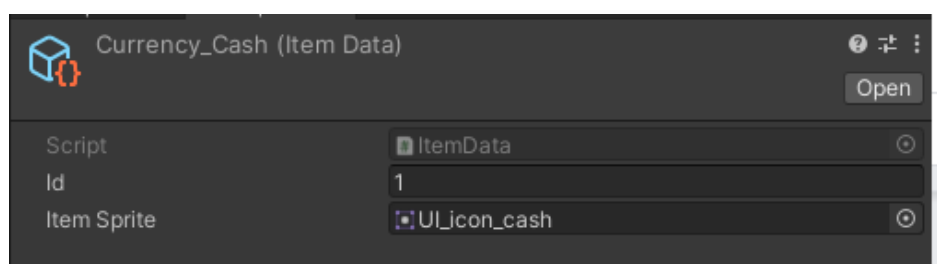


Fortune Wheel Manager is responsible for picking reward.

- **Fortune Wheel Base:** Object that holds fortune wheel base sprite.
- **Fortune Wheel Spin Button:** Gameobject that holds the spin button. Gets assigned by OnValidate().
- **Fortune Wheel Slot Transforms:** Fortune wheel slot transforms. All slots have Image and Text as child. Rotation is important because randomising the reward is relative to rotations.
- **Awake Initial Scale:** Scale of fortune wheel at awake.
- **Awake Ending Scale:** Scale at the end of animation.
- **Awake Animation Duration:** Duration of awake animation.
- **Spin Animation Duration:** Duration of spin animation.

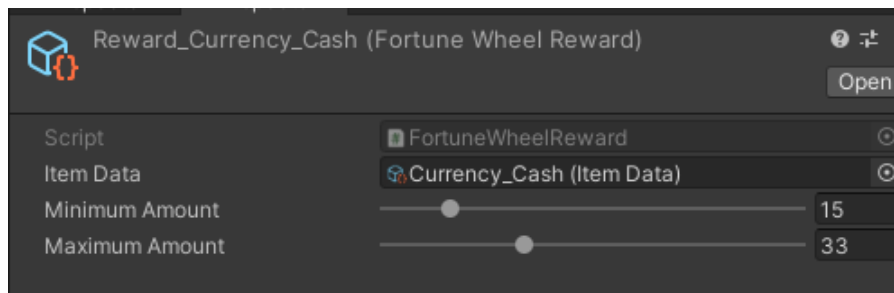
Scriptable Objects

ItemData



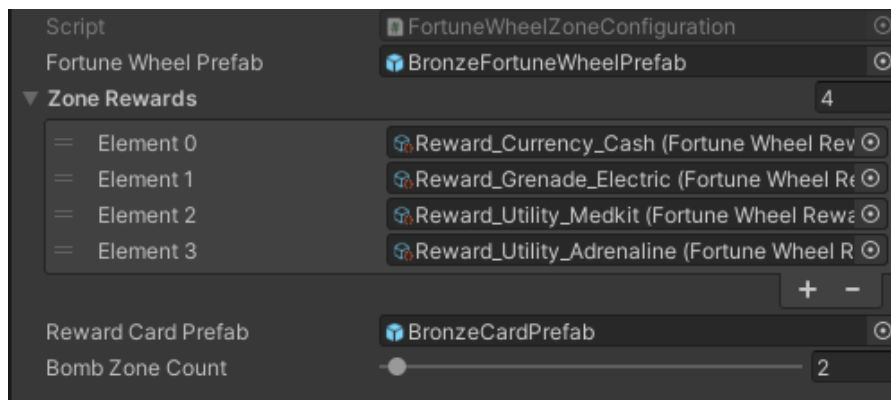
- **ID:** ID of item should be assigned. This can be used on database CRUD operations.
- **Item Sprite:** Sprite of the item.
- **Item Texture Aspect Ratio (Hidden):** Holds Item sprite's aspect ratio. In order to save performance, it gets assigned with the OnValidate() method.

FortuneWheelReward



- **Item Data:** Holds item data scriptable object which contains information about items sprite and ID.
- **Maximum & Minimum Amount:** Contains quantity of the reward.

Fortune Wheel Zone Configuration



- **Fortune Wheel Prefab:** Contains prefab of fortune wheel.
- **Zone Rewards:** List of FortuneWheelReward which can be rewarded in current zone
- **Reward Card Prefab:** Rewarding card prefab.
- **Bomb Zone Count:** Count of bomb zones in that zone.