User Case:

1. Exe version.

* Files:
* Located at “./GGI\_Demo\_build/GGI\_Demo.exe”
* Open the exe file.
* In game (calling):
* Left mouse click to interact with the buttons.
* Arrow buttons around denomination: decrease/increase denomination.
* Play button: bet the denomination and start the game.
* Exit button: exit the game. (I did not include this button as an element of the game. Since it is not list in the request, and I don’t know whether this game will be running on mobile or arcade machines, and the exit button should not appear on those machines)
* In game (choose chest):
* Use the mouse to hover on the chest panels to select them.
* Click to open the chest currently selected. The chest will then run an animation. This animation has four phases, with the color of blue, green, orange, purple. The reward will also add to the “current win” read out.
* The player need to click all the chests until a pooper is opened. Then the “current win” will add to the “current balance” read out.
* Continue to “in game (calling)”.

1. Unity editor version.

* Files:
* Located at “./GGI\_Demo/.”
* I used the Unity version 2020
* Open the project with Unity. Open scene “Assets/Scenes/InGameScene”. Click the play button to run the game.
* The game will be the same as from the exe version.
* You can use the logs from the console to check the debug data.
* Before the game started, you can go to the GameObject “TemporaryGameSettingSData” to experiment the settings of the game. (This might break the game if unwanted number was put. This is not a player setting afterall)