JavaScript Project: Virtual Roulette

What will be built?

Basically a virtual version of the classic casino game roulette. It will include the spinning part where you throw the ball in, as well as the table to the side where you can place bets. It will use a fair amount of HTML and CSS as well as JavaScript for the functions that happen in the background to make the table work. I feel confident that I can complete this task because I have made something similar to it before, I would just have to add the HTML and CSS elements to it.

What will it do?

It will be a simulation of an actual game, with a few caveats. I am not sure I will be able to incorporate multiple bets, but I can for sure do 1 bet at a time. You will place your bet on the table, which is connected to JavaScript that will take the value of whatever spot was clicked through the HTML. Then it will ask how much you want to put on that spot (ODDS, EVENS, REDS, BLACKS) There will be a spin button once you place your bet you can spin and see if you win using simple animation.

Requirements

* Will fetch values from the HTML on what was clicked on
* Objects will be bet choice and bet values
* Arrays will be used to calculate the random value the roulette wheel lands on. (All of the numbers will be in arrays