

AvatarUX

Game Developer Prototype Test

1. Create a slot prototype with 5 reels wide and 3 symbols tall using any game framework that you like
2. Use the assets in the pack to link them to the symbols in the game
3. The slot game is a ways type that pays left to right
4. include a simple spin button that either spins or drops the symbols on the reels one after another
5. The symbols should refresh on a new spin
6. The symbols should pay out a value (>0) when three or more of a kind are formed on the reels
7. The win amount should be clearly visible
8. Use any pay table values you like
9. Use any math rng you like
10. Extra points will be given if [Popwins](#) or cascades are included in the prototype

Submit a playable link as well as a link to the source code

Deadline 5 days from test receipt