

Version :Unity Version 2021.3.4f1

System Setup

-BetManager

-SlotMachineController

-SlotMachineDataManager

PlayerData

SymbolData

Unfortunately I was unable to finish the project. I had trouble setting up the game logic for the Slot machine using a 2D array. I tried to convert it to a list however I hit a wall on comparing the pattern to the slot machine roll.