

IMANITY STUDIOS



# Android Slot Machine

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Version #0.1

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**GITHUB LINK**

<https://github.com/kalander1/AndroidSlotMachine>

**Version History**

Version 0.0	Wireframe
Version 0.01	Core Functionality
Version 0.02	Buttons , Sounds assets
Version 0.03	Background image implementation
Version 0.04	Constrains and fixed layout
Version 0.05	Reels Pictures, Lever Pictures Assets and Functionality
Version 0.06	Alerts and constrains
Version 0.07	Sound Implementation
Version 0.08	Background music
Version 0.09	Bug Revision
Version 0.1	Tested and fully functional Slot Machine.

## I. Game Overview

*Portable slot machine creates specially for anime fans*

## II. Game Play Mechanics

*The game implements 3 reels with fruits, each spin is executed by swiping down on the image of the lever. If the player has enough money then the game will execute a bet, if not the game will prompt for a bet to be placed.*

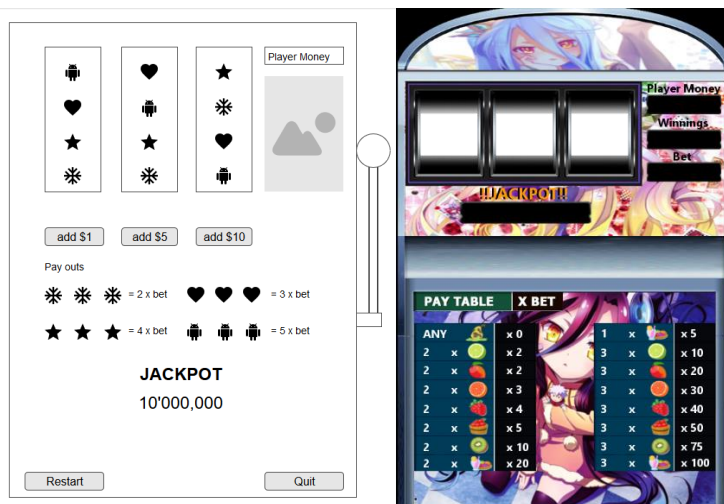
## III. Controls

*Lever input for each spin, Swipe down on the image to start a spin.*

*Buttons to place a bet that will add on each other.*

*Buttons to allow the player to restart and quit the game.*

## IV. Interface Sketch



## V. Screen Descriptions

*The winning description for each combination is shown below in the main interface*

## VI. Bonuses

*Player has the chance to win the jackpot if he is lucky enough.*

**VII. Art**

Images do not correspond to the names necessarily



**Blank**



**Bananas**



**Bars**



**Bells**



**Cherries**



**Grapes**



**Oranges**



**Seven**



**Lever**