

■ Unity Slot Machine Game - Project Documentation

■ Game Overview

This project is a slot machine game built in Unity as part of an assignment. It demonstrates the use of smooth animations, randomization logic (RNG), clean UI, and OOP principles in game development. The main goal is for the player to win when all slots on the middle line display the same symbol. The game features a realistic animated slot handle, proper payout logic, and feedback through UI updates.

■ Instructions to Run WebGL Build

1. Open the WebGL build of the game hosted on Netlify here: ■ <https://inspiring-lebkuchen-304934.netlify.app/> 2. ■■ Always run the build in **full screen mode** for the best gameplay experience. 3. Click the **Spin Button** to start spinning the reels. 4. The handle will animate, reels will spin and stop one by one. 5. Check the middle row – if all symbols match, you win!

■ Bonus Features

- Animated slot handle that syncs with the spin action.
- Highlighted winning symbols to celebrate wins.
- Reels stop sequentially with delayed timing for realism.

■ Thought Process / Approach

- Designed a clean economy system with BalanceManager and BetManager.
- Created a SlotMachine controller to coordinate spins, handle animation, RNG, and payout calculations.
- Implemented WinChecker to only check the middle line for matches.
- Used Unity Animator to add realism with a pulling handle.
- Added UI feedback (balance, bet, winnings) to keep the player informed.
- Ensured clean code and folder organization for maintainability.