**GAMBA**

General Rules:

* Players will be given 3 letters and 1000 饼干to start
* Players will spin the slot machine for **\*200 饼干** at a chance to earn letters
* Each time a “combo” is made with the letters on the slot machine, players will be rewarded with that letter
* When players build up a large enough collection of letters, they will be able to use those letters to create words which reward them with more 饼干
  + Words that are made go into a word bank where they are tracked for how many times they were used
  + The more times a word is used the less 饼干 the player is rewarded with
* Players lose when they run out of 饼干
* Players can “Cash Out” which essentially ends game and adds player name to leaderboard if they have enough 饼干
* **\*maybe add a time factor to create suspense and urge users to play quickly**

Different Components of Website/Links:

* Start Screen
  + Links to:
    - Play
    - How to play
    - Leaderboard
    - Settings
    - About
* Actual Game Itself
* How to play instructions page
* Leaderboard
* Settings
* About

Slot Machine Mechanics:



Word Creating Mechanics:

* Click on an obtained letter will apply a gray screen(clear w/ black; opacity: 60%(**?**)) where it separates player from main game and allow the player to create a word(max 25 letters)