

GameComponents List

KingKong v0.0.1

- **Reels**

- Display **Reels** according to setup
- Insert New **Reels** according to **ServerInterface**
- Spin **Reels** with customisable Tweens
- Notify **Game** with **REEL_SPIN_COMPLETE** Event

- **SymbolWins**

- Should be able to create DisplayList and initialise **Sprites** upfront
- Run Winning **SymbolWin** animations
- Blink or Frame based Spritesheet Animations.
- Called by **SymbolWinCommand**

- **WinLines**

- Should be able to create DisplayList upfront
- Cache vector drawings
- Display and animate **WinLines** in correct positions
- Called by **WinLineCommand**

- **BigWin**

- Should be able to create DisplayList and initialise **Sprites** upfront.
- Display and animate **BigWin** animations
- Called by **BigWinCommand**

- **ParticlesLayer**

- Should be able to craete DisplayList upfront
- Run celebratory particle animation
- Called by **ParticlesCommand**

- **GaffMenu**

- Should create a **GaffMenu** with a set of buttons based on **Setup** Options
- Should be able to show/hide based on user keyboard/touch Events.
- Should be able to execute customisable actions in the game based on **Setup**.