Mr Seagull's Epic Fruit Machine Fail

Cambridge we have a a problem!

So Mr Seagull was tasked with creating a fruit machine concept with the following goals:

The Goals

Starts with a balance of 500
Allows people to bet between 1 and 100
Record Wins and payout
Had a reset button
Not allow people to play if the bet is more than their balance
Payouts should be as follows (3 of a kind):

Grapes – 2x Bet
Lemon – 3x Bet
WaterMelon – 4x Bet
Strawberry – 5x Bet
Orange – 6x Bet
One Bar – 1x Bet
Mixed Bars – (Extra Hot Only) – 7x Bet
Three Bars – 10x Bet

The Problem

Mr Seagull has now finished his code and has passed it to you for QA and refactoring. He is somehow happy with his work and has now gone on holiday for 3 weeks to sunny Spain so can not be reached.

The issue is Mr Seagull's idea of finished, high quality code and mine do not match so it is up to you to get this to a working state so I can show the client in **one weeks time**

The Files

The Zip file contains the code so far. (Add to GitHub)

The Task/s

Please complete at least the Mild[1] task below and work your way up.

Not everyone will be able complete all levels of spice and this is ok. Only around 10% of people will be able to do EXTRA HOT.

Please work by yourself. Feel free to talk to others about **General issues** but do not share found bugs or fixes. This is about us getting to know your skills.

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[1] Not taken from Nando's at all. We promise

The challenges

Change the HTML and CSS files so everything is displayed in a neat and consistent manner and prevent any bugs that appear

Debug the JS so the code runs as it should and their are no obvious bugs or errors/ You may need to add some code

Add suitable comments and ensure consistency across the code in terms of variable naming conventions etc

Refactor the code so it is more efficient ensuring comments and read me file are completed