

```

using UnityEngine;
using System.Collections;
/*
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 */

public class WheelControllerScript : MonoBehaviour
{
    public GameObject theBall;
    public GameObject theGameController;
    private float speed;
    private BallControllerScripts ballScript;
    private GUIController guiScript;

    // Use this for initialization
    void Start ()
    {
        this.initSpeed ();
        this.ballScript =
theBall.GetComponent<BallControllerScripts> ();
        this.guiScript =
this.theGameController.GetComponent<GUIController> ();
    }

    void FixedUpdate ()
    {
        this.transform.eulerAngles += new
Vector3 (0.0f, 0.0f, .002f * this.speed);

        if (ballScript.isStopped () == true) {
            this.speed -= .05f;
        }
        if (this.speed <= 0.0f) {
            this.speed = 0.0f;
            this.guiScript.newBet
        };
    }

    public void initSpeed ()
    {
        this.speed = 100;
    }
}

```