Slot Machine Kit – Plug & Play Reward System for Unity

A lightweight, customizable slot machine mini-game kit for Unity — perfect for adding casino-style gameplay, daily rewards, or lucky spins to your mobile or casual games.

🚀 Features

- 🎮 Plug & Play – Ready to integrate into any Unity project
- 🧠 Weight-based reward logic with ScriptableObject
- 🔁 Auto-spin support (tap & hold)
- 🖼️ Customizable UI with button states and transitions
- 🐞 Debug tools for instant testing and overrides
- 🎯 Global events for easy integration
- 📦 Clean folder structure & modular architecture

🧪 Demo

- 🌐 **WebGL Demo**:
  https://logcat.team/g/slotmachine/

- 📱 **Android APK (Download)**:
  Google Drive Link

> Try out the game instantly in your browser or test directly on Android devices.

📦 Installation

1. Drag the `SlotMachine` folder into your Unity project.
2. Open the sample scene or set up your own using the steps below.

🛠️ Quick Setup

1. Create Reward List

- Right-click in Project → **Create → Logcat.team → SlotMachine → Reward → RewardList**
- Assign it to your `SlotMachineController` GameObject (field: `itemList`)

2. Create Reward Items

- Right-click → **Create → Logcat.team → SlotMachine → Reward → RewardItem**
- Configure each item with:
  - `itemID`
  - Icon (Sprite)

    - Reward value (int)
    - Weight (chance control)

3. Customize

- Prefab includes default UI.
- You can replace graphics or hook up your own graphics with `SlotMachineControllerUI`.

🧪 Debug Tools (Editor Only)

> Available when `_DEBUG` is defined

- ✅ Debug dropdowns per slot to force results
- ✅ `+10 Chips` button to instantly refill
- ✅ Use `overrideResultItemID` to control next result manually

```
// Set this before spinning to manually control the result.
// Useful for testing, scripted rewards, or debug UI.
// This value will reset automatically after one spin.
LCSlotMachineManager.overrideResultItemID = "coin1";
```

🎲 Result Determination

- ✅ Default behavior: random selection using item weights
- ✅ Manual override supported via `overrideResultItemID`
- ✅ Recommended: minimum 3 unique rewards

📡 Available Events

Event Name	When it fires
`OnPreSpin`	Right before spin starts (ideal for setup)
`OnSpinStart`	When slot animation begins
`OnSlotStop`	When each individual slot stops
`OnSlotResultDecided`	When result is selected internally
`OnSpinRewarded`	When result is a winning combination
`OnSpinNoReward`	When no matching combination is found
`OnOutOfChips`	When player tries to spin without enough chips

🧩 Sample Event Handlers

```
public void OnPreSpin()
{
    Debug.Log("🔄 OnPreSpin – preparing spin...");
    LCSlotMachineManager.overrideResultItemID = testResultItemID;
}

public void OnSpinStart()
{
    Debug.Log("🎰 OnSpinStart – slots are spinning.");
}

public void OnSlotStop(LCSlotMachineSpinSlot spinSlot)
{
    Debug.Log($"🛑 Slot {spinSlot.id} stopped.");
}

public void OnSpinRewarded(LCSlotMachineRewardData rewardData)
{
    Debug.Log($"🎉 Player won: {rewardData.itemID} ({rewardData.rewardValue})");
    // TODO: Grant reward, show animation, play sound
}

public void OnSpinNoReward()
{
    Debug.Log("🎯 Spin ended with no reward.");
}

public void OnOutOfChips()
{
    Debug.Log("⚠ Out of chips – player cannot spin.");
}
```

📝 Notes

- Starting chips: **10** (stored in `PlayerPrefs`)
- Sound effects:
  Placeholder SFX included for demonstration only.
  🎧 Demo version (WebGL/APK) uses external audio that is **not included** in this package.
  ✉️ Contact **hifromlogcat@gmail.com** if you'd like help adding similar sounds.
- All UI/FX fully customizable (prefabs provided)

📁 Suggested Asset Store Tags

`Templates`, `Mini-Game`, `Reward System`, `Casino`, `Spin`, `UI`, `Mobile`, `Unity Toolkit`

💬 Support

- 📩 Email: **hifromlogcat@gmail.com**
- 💬 Discord: **logcatteam**
- 🛠️ Customization & publishing help available
