

Carl Milazzo

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Slot Machine

5 categories of requirements

Media Requirements

We have a sound that loops

Our images look nice

We found a font that works well

Interaction Requirements

Player controls the lever and it works nicely when you pull it.

Player uses touch to control this game.

Usability

There are 3 screens (main menu, game, and end Screen)

Name is on project main menu

Feedback, there are sounds playing when they should and the user should be able to discern the state.

Looks clear and defined

Required Game Elements

Player controls the lever and player can bet

Animation – our reels are moving and getting a random frame next

Particles – Particles show when you win a spin

We feel we mostly met our plan, we have a working slot machine with pay outs.

OOP and Coding Standards

Objects are removed when needed.

Code is neat and organized using MVC design pattern.

Resources

Sound – freesound.org

Font – <http://www.dafont.com/budmo.font>

Documentation

All images besides the slot reels were created by Carl Milazzo in Photoshop (this includes all buttons and app icon). He also created the engine for spinning the reels and how it reads out a winner.

Bob created lever with iOS designs in mind. Worked on betting, sound, and also made the UI of the game.

The reels were particularly tricky to work with. It had to be able to randomly give the user a readout, while also spinning at a fast rate. Thankfully the spinning fast wasn't too hard of a problem, the reels are able to quickly randomize the next node and push it to the screen without the user seeing a thing because it is below the background when it gets loaded.

Getting the lever to move accordingly was also a tricky endeavor, making it so that it gives a bit of an illusion of depth was tricky. Also getting it to look like it should when you pull it down.

If we had more time we would have implemented a mini game and also would have balanced the slot machine payout times.

Grade

We feel we deserve an A- because we have all of the requirements and made an interesting project. However we could have had a little more feedback for the user.