

Roulette Wheel

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The assignment is to create a rolling wheel like experience of a roulette game. Feel free to use the below image at:

[image](#)

Provide a text box or a drop down next to the wheel where the user can specify a number from 0 to 36 and a button which when clicked would start rotating the wheel like a roulette.

The ball would start moving from the outer end and slowly find its way into the inner slot next to the number which was picked. Try to make the animation as realistic as possible mimicking real world roulette wheel.

Make sure to apply the game physics concepts that are needed to solve this problem.

Time Limit: 5 days

Assignment will be evaluated based on following skills:

1. Logic and code -- based on reusability and scalability.
2. Coding Standards
3. Time taken to complete the assignment.

Note:

1. The amount of time taken will be considered while judging the assignment. The time starts
2. counting from the moment the assignment is sent to you.
3. Also if found the code copied from the internet will be disqualified.
4. Please provide a README file explaining the project structure and brief description of the approach.