Internal documentation

# One-arm bandit

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1. This game contains 6 different pictures, 3 sets of different scrolls, 3 buttons and an integrator. The names of the pictures are slot 1-6. After rotation, different pictures and corresponding numbers are obtained. The images are the same, so the numbers are the same, so you can get rewards. Spin button to rotate. Reset button to restart the game. Quit button to exit the game. Finally display scores.
2. One-arm bandit, This game contains a total of 5 folders and a web page file to control the overall game, "css" to control the overall effect of the game, "img" file is used to save the called image file, "sounds" folder to save the specific application sound , "js" and "lib" files are used to call js, through the comparison of different pictures to get whether the player wins, the player has the chance of "1/216" may win.
3. Because it was the first time the game was made, many preparations were not enough. It was originally thought that the work could be completed in 4 hours. In the end, it took 18 hours. They learned a lot of knowledge and had a deeper understanding of what they taught. The js file is mainly responsible for the function of the button and some tasks performed by the game.
4. Because the game is relatively small and the content is relatively simple, the test mainly focuses on whether each button performs tasks as required. After the task is performed, the data is displayed correctly. How to avoid the game when the number is zero, although the time is tight, The test basically passed the requirement, after which more functions will be added