Brainstorming Board:

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Slot Machine

~~Potentially reference system clock to get success percentages for winning combinations? If unfeasibly difficult, use inbuilt randomizer function~~

3 values for 3 wheels; total of 27 combinations
I way to reroll without rerunning all of the code.
Rollable objects: keyboards (value1low), monitor(value2mid), tower(value3hi)

Point table+values	Keyboard	Monitor	Tower
Value of 1	You get nothing(0)	You lose !(0)	0
Value of 2	25	40	60
Value of 3 (jackpot)	100	160	240(practially impossible to roll)

the code for what the player sees and interacts with

7/15/24
 Today we choose our topic which will be a gambling machine which when you win will output a link to the github containing the code. We chose the rollable objects which will be a keyboard being the most common, a monitor being the middle ground, and a Tower or a Pc being the rare, big ticket item. There will be 3 wheels rolling per spin each with 3 possible outcomes so there are a total of 27 combinations to roll. We also set a group github to track progress and have a place to store our code

07/17/24
Today we were able to pull values randomly from a list while assigning weights or percentages for each value to be picked. This has made it so some outcomes will be rarer and give you the feel of a meaningful win when rolling a certain set of values. We mocked up our first iteration and almost immediately ran into a loop that we had no way to stop. Regardless, this was progress. We also added a 4th rollable value today called the joker which was the new most common value used to irritate the players.

07/20/24
Today we took a break for being far ahead of schedule.

07/22/24

Today we decided to implement a point spending and earning system in our slot machine. We kept our Joker system in place to artificially downweight the remaining three values and make them harder to achieve. We rewrote much of our code to make use of elif statements and the points system.

07/24/24

Today we updated our code so you can run the game just by pressing enter as well as fixing a bug that allowed you to roll while at less than 10 dollars which is how much it costs to spin.