INITIAL IDEAS

Classes	File	Use	
Game	classes.py	 this contains important variables that are used throughout the machine Credits Winnings bet amount 	
Items	classes.py	 this creates variables for each slot item (with styling) to be used in the functions this also has variables used for the values of each slot item 	

Functions	File	Use
def play()	main.py	 the main function to run the program contains the running loop if no money, then ask for deposit after deposit, take a bet amount begin the function to spin the reel
def press_to_continue()	screens.py	from os, is to clear the screen and have a press any key to continue function
def layout()	screens.py	creates the layout of the user interface
def reel_randomiser()	slot_game.py	 gets the list of symbols from Items Class returns a random symbol from the list with random.choice()
def spinning()	slot_game.py	creates the print output for where the slot itself will lay
def spin_animation()	slot_game.py	 this is to show the animation of the reel actually changing make it so first reel stops, then second, then third return the final value of the three reels to be used after
def check_win()	slot_game.py	 this takes the values from spin_animation() checks to see if first value == second value == third value if they match then pay out according to which symbol it is
def landing() end()	screens.py	welcome page/ending page

Features:

- 1. deposit money
- 2. pick bet amount
- 3. feature for the slot machine
- 4. feature that checks final value and returns winnings