



# -Instruction-

Icons Spin Wheels Pack

# Description

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HTML Icons Spin Wheels Pack is a powerful asset with a Fortune Wheel possibilities for your HTML browser game. It included 6 colors themes with 6 and 8 wheels sectors to create your own scene. The Asset also included Win animation with coin spin splash and used free sounds and fonts. The package is provided with complete source code, graphics files, properly commented code and detailed documentation for easy getting started. We use Phaser 3 – desktop and mobile HTML5 framework (<https://phaser.io/>). To install the game just upload folder 'game' to your server.

## What Included

### High Quality Graphics

- 6 Fortune Wheels colors.
- All PSD files have 1080 X 1920 px. All elements are also in PNG, ready for code.
- Each wheel has 6 and 8 Sectors with editable text.

### Professional Code

- 12 premade reels modifications
- Reel with 6 and 8 segments
- Spin Button functionality
- Win Animation with random coins spin splash

### Free Fonts and Sounds

- We use free fonts and sounds. You can find them and the licenses in the project

# Graphics Styles

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Lilac



Lime



Pink



Earth



Apricot



Ice



# Getting started

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To install the game just upload folder 'game' to your server. Open your url in browser. Press spin button to play.

Select the game modification you need and make changes to the index.html file (set path to wheel\_config.js)

We have 6 folders with themes: apricot, earth, ice, lilac, lime, pink with graphic and wheel settings. Each graphic theme has 2 settings files.

In our example ("pirates/js/wheel\_config\_10.js"), we have a graphic theme - pirates, wheel of fortune with 10 sectors (wheel\_config\_10.js)

As example ("china/js/wheel\_config\_8.js"), we have a graphic theme - china, wheel of fortune with 8 sectors (wheel\_config\_8.js)

The screenshot displays a code editor with the `index.html` file open. The code includes a `<!DOCTYPE html>` declaration, a `<html>` tag, a `<head>` section with a `<style type = "text/css">` block, and a `<body>` section with a `<script src = "js/phaser.js"></script>` tag. The `body` section also contains a `<script src = "pink/js/wheel_config_6.js"></script>` tag, which is highlighted with a red box. The `script` tags for `js/animCoins.js` and `js/wheelGame.js` are also visible.

The file explorer on the left shows a folder structure with the following folders: `apricot`, `audio`, `earth`, `fonts`, `ice`, `js`, `lilac`, `lime`, `pink`, and `png`. The `js` folder is expanded, showing `wheel_config_6.js` and `wheel_config_8.js` files, both of which are highlighted with red boxes.

The file explorer on the right shows a folder structure with the following folders: `apricot`, `audio`, `earth`, `fonts`, `ice`, `js`, `lilac`, `lime`, `pink`, and `index`. The `pink` folder is expanded, showing `js` and `png` folders. The `js` folder is expanded, showing `wheel_config_6.js` and `wheel_config_8.js` files, both of which are highlighted with red boxes.

# Customization

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You can easily customize game text and settings in appropriate wheel\_config.js file (win – win text, text - displayed text in the wheel of fortune sector).

You can also change the links to the image files, image origin, and image offset from canvas center. Y axe positive direction is down.

```
// sectors config
sectors: [
  {
    win: '30 minutes infinite life',
    text: '30m',
    isBigWin : false,
    icon:'heart'
  },
  {
    win: 'Brush booster x1',
    text: 'x1',
    isBigWin : false,
    icon:'brush'
  },
  {
    win: 'Color bomb booster x1',
    text: 'x1',
    isBigWin : false,
    icon:'color_bomb'
  },
  {
    win: 'Cannon booster x1',
    text: 'x1',
    isBigWin : false,
    icon:'cannon'
  },
  {
    win: '200 coins',
    text: '200',
    isBigWin : false,
    icon:'coin'
  },
  {
    win: 'TNT booster x1',
    text: 'x2',
    isBigWin : false,
    icon:'tnt'
  }
],
```

```
sprites: [
  {
    fileName: 'Background.png', // filename or null
    name: 'background',
    originX: 0.5,
    originY: 0.5,
    offsetX: 0,
    offsetY: 0
  },
  {
    fileName: 'SpinButton.png',
    name: 'spinbutton',
    originX: 0.5,
    originY: 0.5,
    offsetX: 0,
    offsetY: 790
  },
  {
    fileName: 'SpinButtonHover.png',
    name: 'spinbutton_hover',
    originX: 0.5,
    originY: 0.5,
    offsetX: 0,
    offsetY: 790
  },
  {
    fileName: 'LightSector_6.png',
    name: 'lightsector',
    originX: 0.5,
    originY: 1,
    offsetX: 0,
    offsetY: 0
  },
  {
    fileName: 'Pointer.png',
    name: 'pointer',
    originX: 0.5,
    originY: 0.2,
    offsetX: 0,
    offsetY: -300
  }
],
```

```
// 6 sectors apricot
var wheelConfig = {
  assetPath : 'apricot/', // relative path to asset folder
  fontName: 'coiny_54', // bitmap font name (.png, .xml)
  centerOffsetX: 0, // wheel offset from canvas center X
  centerOffsetY: -160, // wheel offset from canvas center Y
  prizeTextTint : 0xFFFFFFFF, // prize text color (above the spin button)
  sectorsTextTint : 0xFFFFFFFF, // sectors text color
  offsetSectText : 130, // sector text position offset
  offsetSectIcon : 210, // sector icon position offset
}
```

```
> js > JS wheel_config_6.js > wheelConfig
{
  // wheel spin duration range, in milliseconds
  rotationTimeRange: {
    min: 3000,
    max: 4000
  },
  // wheel rounds before it stops
  wheelRounds: {
    min: 3,
    max: 4
  },
  // degrees the wheel will rotate in the opposite direction before it stops
  backSpin: {
    min: 1,
    max: 4
  },
  // win light sector tween duration
  lightTweenDuration : 500
}
```





# Customization

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Prize text you can customize in file wheelGame.js

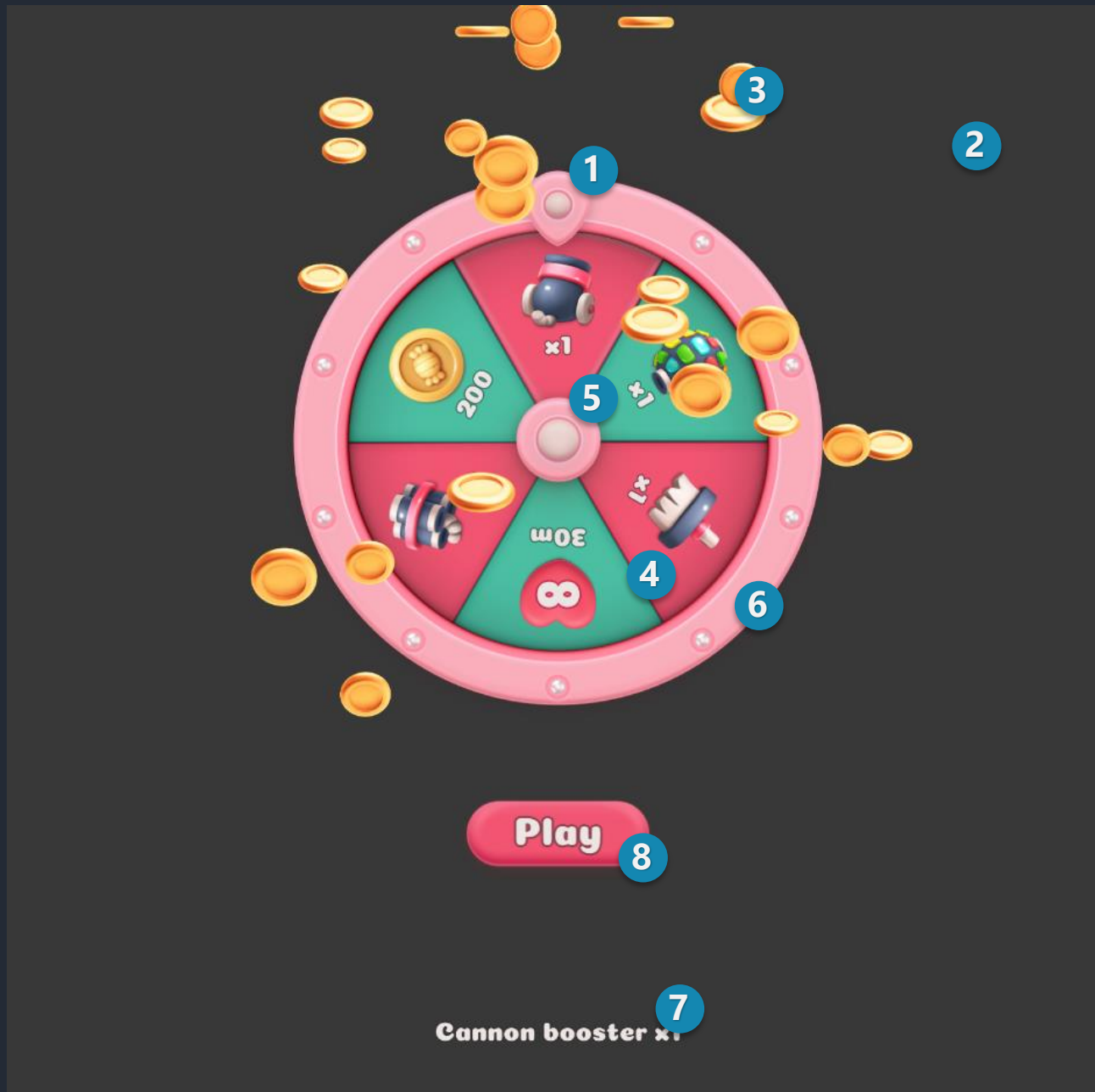
```
index.html JS wheelGame.js X
js > JS wheelGame.js > FortuneWheel
74 this.spinbutton.on('pointerover',this.spinOver,this);
75 this.spinbutton.on('pointerout',this.spinOut,this);
76 this.spinbutton.setInteractive();
77
78 this.pointer = this.addSprite('pointer');
79 this.centerpin = this.addSprite('centerpin');
80
81 // adding the text field
82 this.prizeText = this.add.bitmapText(this.centerX, this.centerY + 640, 'sectorFont', 'SPIN THE WHEEL', 72, 1).setOrigin(0.5);
83 this.prizeText.tint = wheelConfig.prizeTextTint;
84
```

```
index.html JS wheelGame.js X
js > JS wheelGame.js > FortuneWheel
161
162 this.win_clip.stop(); // this.wheel_spin_clip.setLoop(true); this.wheel_spin_clip.play();
163
164 // resetting text field
165 this.prizeText.setText("wait ...");
166
```

```
index.html JS wheelGame.js X
js > JS wheelGame.js > FortuneWheel > create
205 ease: "Cubic.easeOut", // tween easing
206 callbackScope: this, // callback scope
207 onComplete: function(tween){ // function to be executed once the tween has been completed
208     this.showCoins();
209     this.tweens.add({ // another tween to rotate a bit in the opposite direction
210         targets: [this.wCont],
211         angle: this.wCont.angle - backDegrees,
212         duration: Phaser.Math.Between(wheelConfig.rotationTimeRange.min, wheelConfig.rotationTimeRange.max) / 8,
213         ease: "Cubic.easeIn",
214         callbackScope: this,
215         onComplete: function(tween 1){
216             this.prizeText.setText(wheelConfig.sectors[rand_sector].win); // displaying prize text
217         }
218     });
219     // insert here your win event handler
220     console.log('spin complete');
221     this.canSpin = true; // player can spin again
222     this.animLightSector(); // this.wheel_spin_clip.stop();
223     this.win_clip.play();
224 }
225 },
```

# Scenes objects

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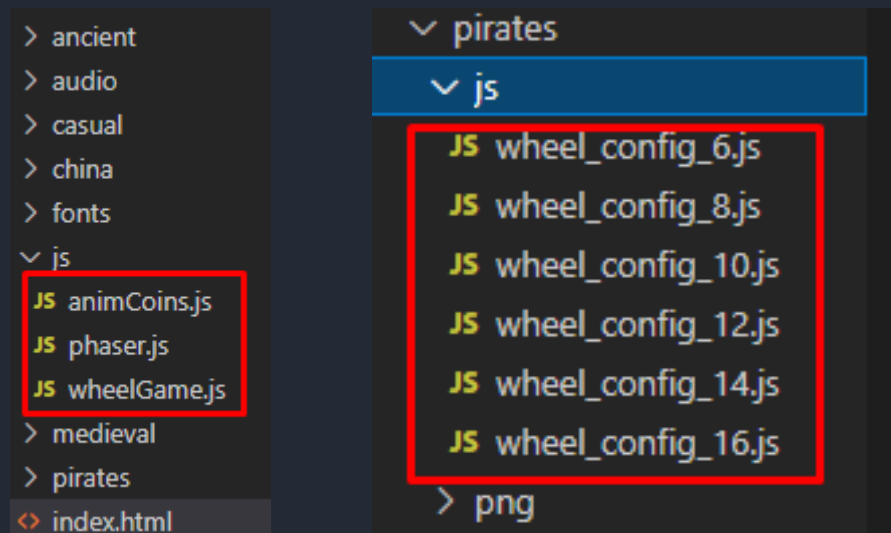


1. Pointer (Pointer.png)
2. Background (Background.png)
3. Win coins (Coinssheet.png)
4. Wheel (Wheel\_x.png)
5. Center Pin (CenterPin.png)
6. Wheel Border (WheelBorder.png)
7. Win text (roboto\_72.png)
8. Spin Button (SpinButton.png, SpinButtonHover.png)

# Java Scripts

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1. phaser.js – desktop and mobile HTML5 framework (<https://phaser.io/>).
2. wheelGame.js – game play and logic
3. animCoins.js - animate coins particles
4. wheel\_config\_x.js – file with configuration settings (the file is located in the folder with the graphic theme)







## HTML SPIN WHEEL PACK



## HTML SLOT MACHINE PACK

# Thanks!

We try to make the best products, so we are always happy to help you understand the project. If you have any issue or suggestion, please email us.



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