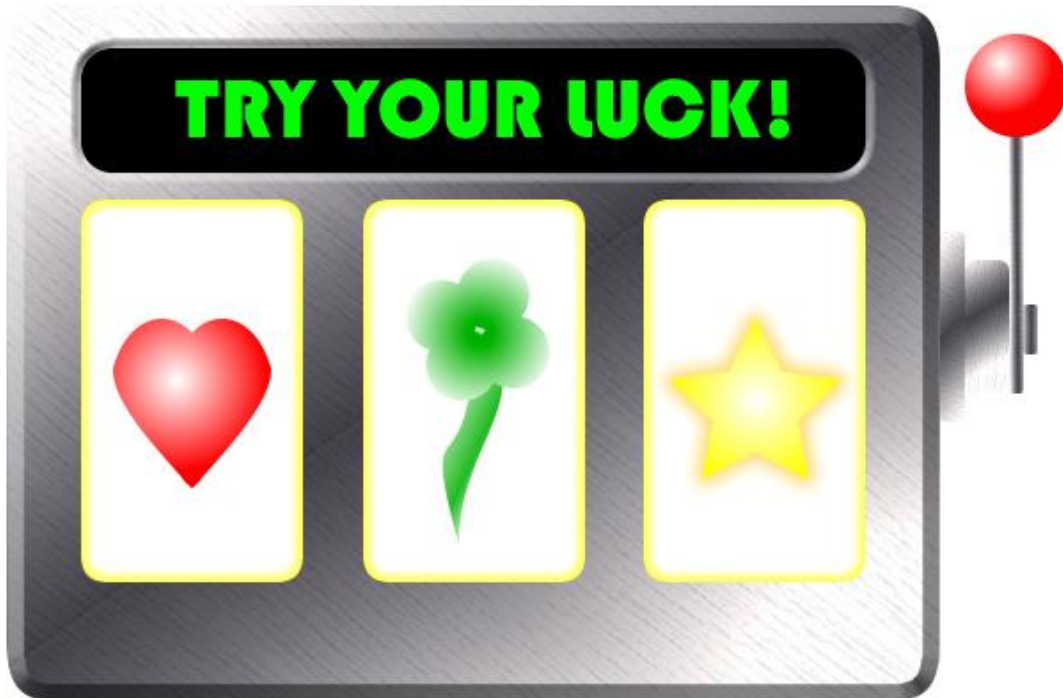


Workshop: Building a Simple Slot Machine using CSS, HTML, and JavaScript

This is your workshop and your homework – due Tues Nov 13, 6AM

The purpose of this workshop is to help you to practice designing programs from scratch. To save time, we have already prepared graphics for you, but otherwise you will develop everything based on this description.

The final slot machine will look like this:



The game is specified as follows:

- The slot machine is activated by clicking on the red handle graphic on the right side of the machine. (handle_up.jpg)
- In order to prompt the user that the handle is clickable, the handle will appear to move slightly forward on rollover (handle_over.jpg)
- When the slots of the machine are "spinning", the handle on the machine points down (handle_down.jpg). When the slot machine is done, the handle will return to the original up position. While the handle is in the "down" position, the rollover on the handle is disabled.
- The slot machine "spinning" will consist of a different image (one of star.jpg, clover.jpg, and heart.jpg) being randomly swapped into each of the three slot locations every quarter-second for two seconds. Whatever images are in the three slot locations after the final image swap represent the player's final result.
- If all three images are the same when the "spinning" is complete, the "try your luck!" (display_start.jpg) graphic at the top of the slot machine will change to the "jackpot!"

(display_win.jpg) graphic. The top graphic should return to "Try your luck!" after a few seconds.

Original Image Placement Guide

To help guide you, here is a screen shot of the original slot machine design along with the export slice areas. Note that I left the machine (minus the slots areas and the display that change) as one big graphic rather than cutting it up and having more pieces to lay out. This could cause a problem on really old browsers that don't support ANY graphics stacking, but a browser that old wouldn't be able to play our game, either! It's important to consider how few features to support with progressive enhancement. We *could* do more to support older browsers, and we will in future workshops, but not in this one!

Note that the image names don't exactly match what is shown here, but you should be able to figure out which is which!

