

Mr. Giansante



Visual Basic

Slot Machine

August 2016

Slot Machine

Difficulty Level:

Beginner

Intermediate

Advanced

Help References:

Button Control
RadioButton Control
MenuStrip Control
PictureBox Control
Random Numbers
If-Then Statement

Extra Challenge: Multiple Paylines

A slot machine with more than one payline is called "multi-payline". There may be three to five horizontal paylines and even diagonal paylines. Some slots will also have vertical paylines.



Single Payline



Multiple Paylines



Design a Visual Basic program that simulates a video slot machine.

When the user presses on the "Spin" button, the symbols should appear to be "rolling" and after a while, three symbols should randomly appear.

Your program should then calculate the player's losings or winnings and keep a running total of the number of tokens they have.

The user should have the option to bet 1, 2 or 3 tokens each turn. Their winnings should reflect their bet.

Slot Machine Help

Draw the user interface (see screenshot to the left).

Name the three PictureBox controls:
Wheel1, Wheel2 and Wheel3

Set each of the three PictureBox's **SizeMode** property to **AutoSize**.

On the side of the Form, draw eight PictureBox controls (this is not shown on the screenshot). Each will store an image of the eight different stops.

Name the eight PictureBox controls:
Symbol1, Symbol2, Symbol3, etc.

Set each of the eight PictureBox's **Visible** property to **False**.

Set each of the eight PictureBox's **SizeMode** property to **AutoSize**

Using the **Image** property, find the picture file you just saved. The picture should now appear in the PictureBox.

Repeat this process until all eight PictureBoxes contain a picture.



WARNING

This program is not intended to encourage gambling. Gambling by minors is illegal.

Slot Machine

Enter the following code in General | Declarations ...

```
Dim Tokens as Integer  
Dim r As Random = New Random
```

Enter the following code in Form | Load ...

```
Tokens = 100
```

Pseudocode for the "Spin" Button

Determine how much the user wants to bet ...

```
If RadioButton1.Checked = True Then Bet = 1
```

Repeat the above for RadioButton2 and RadioButton3.

Subtract the amount "Bet" from the player's total number of Tokens.

Pick a random number (between 1 and 8) to determine which picture will show up in the first wheel.

```
r1 = r.Next(1, 9)
```

Place the corresponding picture into the first wheel.

```
If r1 = 1 Then wheel1.Image = Symbol1.Image  
If r1 = 2 Then wheel1.Image = Symbol2.Image  
If r1 = 3 Then wheel1.Image = Symbol3.Image  
If r1 = 4 Then wheel1.Image = Symbol4.Image  
etc.
```

Repeat the above for the other two "wheels".

To determine if the player wins ...

```
If r1 = 1 And r2 = 1 And r3 = 1 Then  
    Tokens = Tokens + (bet * 10)  
    Label1.Text = Tokens  
    response = MessageBox.Show("You won!", "Winner", MessageBoxButtons.OK)  
End If
```

```
If r1 = 2 And r2 = 2 And r3 = 2 Then  
    Tokens = Tokens + (bet * 20)  
etc.
```

Now, check if the player has less than three tokens; in which case the RadioButton for "Bet 3 Tokens" should be disabled. Don't forget to re-enable it if they have three or more tokens.

Now, check if the player has less than two tokens; in which case the RadioButton for "Bet 2 Tokens" should be disabled. Don't forget to re-enable it if they have two or more tokens.

Now, check if the player is broke, in which case they should be asked if they want to start a new game.

Slot Machine



	1 PIÈCE COIN	2 PIÈCES COINS	3 PIÈCES COINS
	800	1600	2800
	80	160	240
	40	80	120
	20	40	60
	5	10	15

5x	5x	5x	5000	10000	15000	5x	5x	5x
			100	200	300			
			80	160	240			
			60	120	180			
			40	80	120			
			30	60	90			
			20	40	60			
			10	20	30			
			5	10	15			
			2	4	6			

Slot Machine

Please fill out all the information in this column using a pen before getting this assignment marked.

Name

Date

Class

Academic Honesty

The work I am submitting is completely my own creation and has not been copied from anyone else's work. If I have received help on this project, the names of those who have assisted are listed below.

Signature

Pre-Marking

The following people have pre-marked this assignment: (minimum of two)

Deductions

Each which is checked indicates the item was not satisfactory and results in the loss of one mark.

Deduction for late assignment is 1 mark per day.

Deduction for program crashing is 2 marks.

User Interface

- Appropriate Text in Title Bar (Form.Text)
- Separators and Access Keys in Menu, Capitalization
- "Exit" DialogBox meets requirements
- "About" DialogBox meets requirements
- Efficient and Esthetically-Pleasing User Interface
- Appropriate controls are used
- Spelling and Grammar are correct

Code / Programming Style

- Variables are declared and logically named
- Code is commented where appropriate
- Code is indented and spaced to show
- Code is efficient

Work Ethic / Problem Solving Skills

- Problem Solving Skills are demonstrated
- Makes Productive Use of Time
- Only Seeks Help when Necessary

Program-Specific Criteria

- Default value for token bet RadioButtons
- Tokens value is displayed when game starts
- Tokens are properly subtracted after a spin
- Winning combinations are indicated
- Tokens are added after a win
- Cannot bet 3 token when only have 2 (etc.)
- Game ends when user has 0 tokens
- "Play Again?" works properly
- Can Bet 2 or 3 Tokens after a New Game

Comments

Mark _____ / 10