

# Steamboat Wheel

GDD - Wheel of fortune

## Overview



The player can spin a wheel to gain exclusive and rare resources. The wheel will show the various slices that the player can roll with each spin.

## Structure

The wheel is made of a certain number of slices. Each **slice** will grant the player a certain quantity of a resource and will have a certain probability (in percentage). Press a button to spin the wheel. (later if time is available the button can be replaced by a force sensible swipe by the player, with the wheel that will spin faster or slower according to the swiping strength)



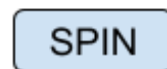
## Spin the wheel

Each spin of the wheel consumes one **emerald**.

The player can have a maximum of **x** emeralds stored, and will get a new one every **y** amount of time.

The player can have a certain amount of free emeralds (MaxFreeEmeralds). When the number of emeralds possessed by the player falls below the MaxFreeEmeralds threshold a timer starts. When the timer reaches FreeEmeraldTime seconds the player gets a new emerald and, if the player has less than MaxFreeEmeralds, the timer starts again.

The timer needs to go even when the application is not running. [It should be possible to notify the player when his emeralds reach the MaxFreeEmeralds amount.](#)



## Locked slices

When a slice is selected by the wheel the player receives the relative prize. The slice then becomes **locked**. When a slice is locked it can no longer be selected for a certain amount of time (TimeToUnlock in seconds). TimeToUnlock is the same for every slice.

Because when a slice is locked its probability becomes 0%, the non-locked slice probability needs to be adjusted. The new probability of each non-locked slice is equal to:

$$\text{(original probability)} / \text{(sum of all non-locked original probability)} * 100$$

## Rigging

In certain conditions (for example the first gameplay) the wheel must have the possibility to be scripted. We can change the probability of a slice to become 100%, and a sequence of these changes can be set.