Mini-project: Slot machine

Create a system that resembles a “slot machine”, but instead of spinning 7’s and cherries, just use 3 LEDs that turn on and off.

Suggested Prerequisites
- LaunchPad Intro
- Circuits Intro
- Conditional Statements
- Loops
- Functions

Specification
- Each LED should be flickering ON and OFF at a fast pace. Traditionally, the “slots” of a slot machine have increasing speed, so the 1st LED should be the slowest, and the 3rd LED the fastest.
- Clicking a button stops the 1st LED in its current state (either ON or OFF).
- Clicking the button again stops the 2nd LED.
- Clicking again stops the 3rd LED.
- The objective of the game is to stop all of the LEDs in the ON state.
- If the player wins, all 3 LEDs should blink together at a slow frequency (i.e. 1 Hz).
- Use the RESET button to replay the game.