

Published based on [Lottery Number Generator Project](#)

Lottery Number Generator Project

Number Generator Start Screen



Lottery Number Generator

The actual [number generator](#) and game can be accessed by following the link - this page will be explaining how the game and generator plays and was actually created.

Select and click one of the 3 pictures which represent the UK Lotto the euromillions game and Thunderball Lottery this will take you to the lottery number generator game screen.

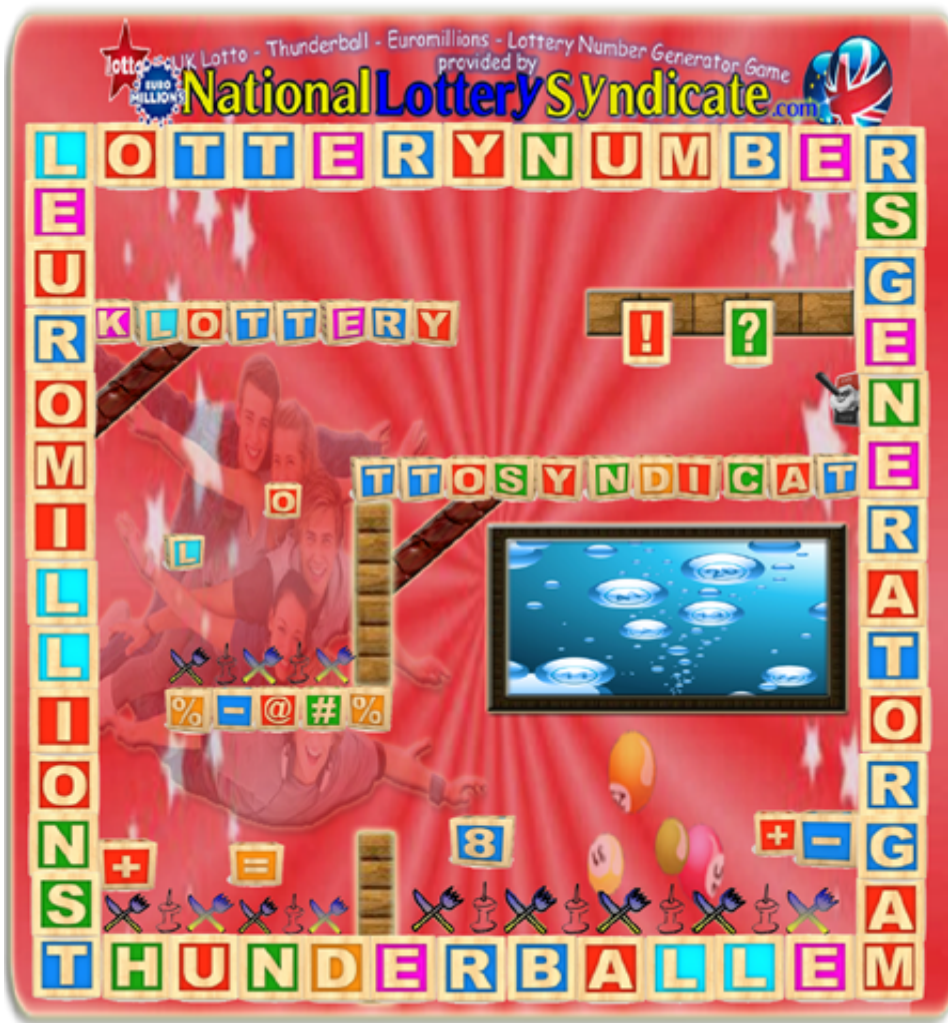
When you are in the game screen you will have to collect gold coins which will randomly generate numbers for your required lottery draw and display them in the top right of game screen. If you would like to collect more than one set of number sequences then just pull the level which is located after the moving blocks. If you go down to where the moving floor is before pulling lever you will not have access to the the **lottery number generator** room and have to lose a life.

Skipping The Game Element



If you wish to skip the game and go straight ahead to generating numbers for your required draw then just click the numbers generator picture which is situated in the bottom left of the start screen, you will then have the options to click the Euromillions UK Lotto or Thunderball Logos to randomly generate lottery numbers however many times you wish.

Lottery Numbers Generator Game Screen



This is the lottery number generator game screen, you will find in the actual game the Dragon character "see below", the left and right arrow keys and up arrow gives the dragon movement.



The ! and ? blocks have also been given movement and if touched will restart dragon to the beginning minus one of 3 lives. looking at the above game screen picture you see it as one complete picture but it is made up of approximately 114 separate pictures - after completing the whole picture and saving it as one I made sure that all pictures that were going to be moving or interactive where left out of the picture before saving as one.

The separate pictures are as follows: The Dragon - ! - ? blocks - the switch the number 8 block, "O and R blocks

"The Door" and gold coins were given to the flash designer separately so when adding the pictures to the flash game engine was able to create commands to give them movement.

See below example of the separate pictures that were given flash commands.



Use Dragon to collect gold coins - pull the lever to open O and R Blocks move dragon through now open door space bottom right. If dragon gets reset to start the lever must be activated to open door again, collecting the gold coins will generate numbers in the top right of the above game screen - going through door way will take you into the *Lottery Number Generator Room* where you can generate random lottery numbers for your required game however many times you would like.

The Lottery Number Generator Room



The picture above does not contain all elements of the finished random lottery number generator - in the finished flash version you will find a clickable picture which goes back to the start screen, the 3 lottery logos which can be clicked over and over to generate random numbers and of course the pictures that will contain the generated number sequences. To create individual flash commands needed these pictures were kept separate from the picture above which is considered a background.

Take a look at the finished [Random Lottery Number Generator](#) game and should you use the numbers you generate to buy tickets with and win a worthy prize please let us know.

You can also find this article published on [Lottery Number Generator Project](#)