

# SWIPE THROW GAMES

## TUTORIAL

unity asset store exclusive package v1.0

# INTRODUCTION

This is tutorial for Swipe Throw Games asset store package, this document includes descriptions of all package main contents.

This is 'ready for sell' games templates where you need throw objects to reach goals. Fully supports PC and MOBILE with its controls types. On PC use mouse to throw, with mobile controls use finger to swipe and throw. Screen independent system allows you to use this asset on every display and do not worry about different power of throw on different screen sizes and resolutions.

First Game - 'EGGS GAME': you need to throw eggs and snowballs to hit targets. Targets can be static or dynamic and you can easily configure their movement just by tuning Animation Curves on each axis! You are open for experiments and creativity! You can easily configure all game rules and create your own levels and add your models as balls to throw.

Second Game - 'BASKETBALL GAME': you need to throw ball into basket. After each throw basket changes its position (random basket will appear). (Note: this is just a ball throwing game and its not full basketball game with many players, 2 teams etc)

All suggestions, question and wishes you can send to <https://connect.unity.com/u/dmitry-raskalov> or deatrocker@gmail.com with theme 'Swipe throw games'.

## Features:

- 2 GAMES READY FOR PC AND MOBILE:
- EGGS GAME (with PC and MOBILE controls)
- BASKETBALL GAME (with PC and MOBILE controls)
- A lots of main and optional scripts
- 2 background music tracks

THANK YOU FOR PURCHASING THIS ASSET!

# NOTES

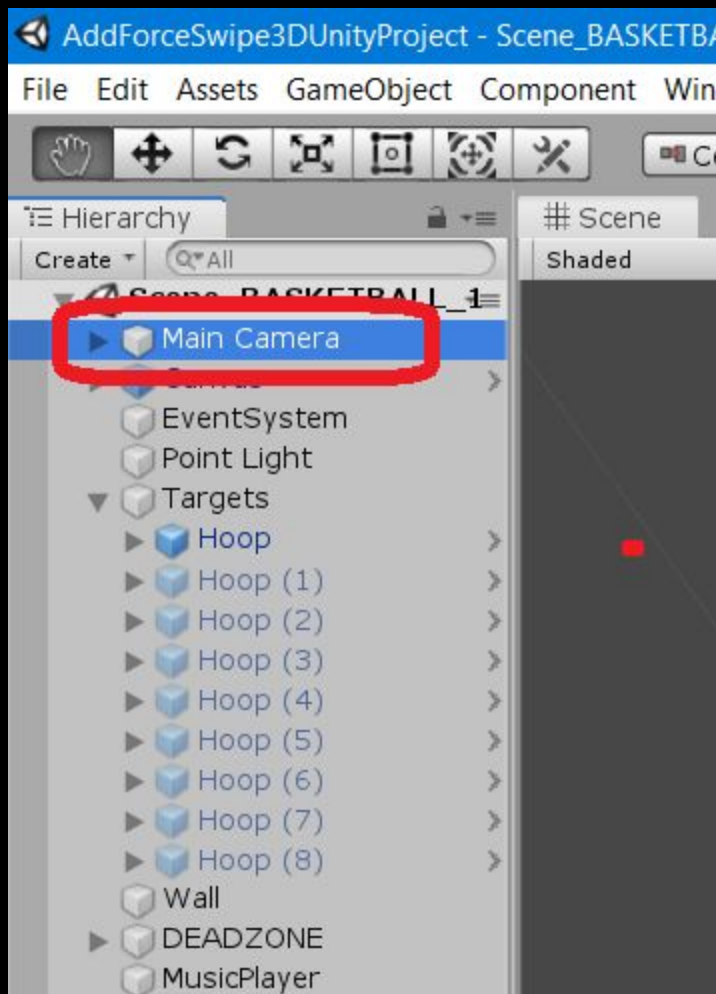
Code is well commented and not so hard to understand.

## 1. About BASKETBALL game

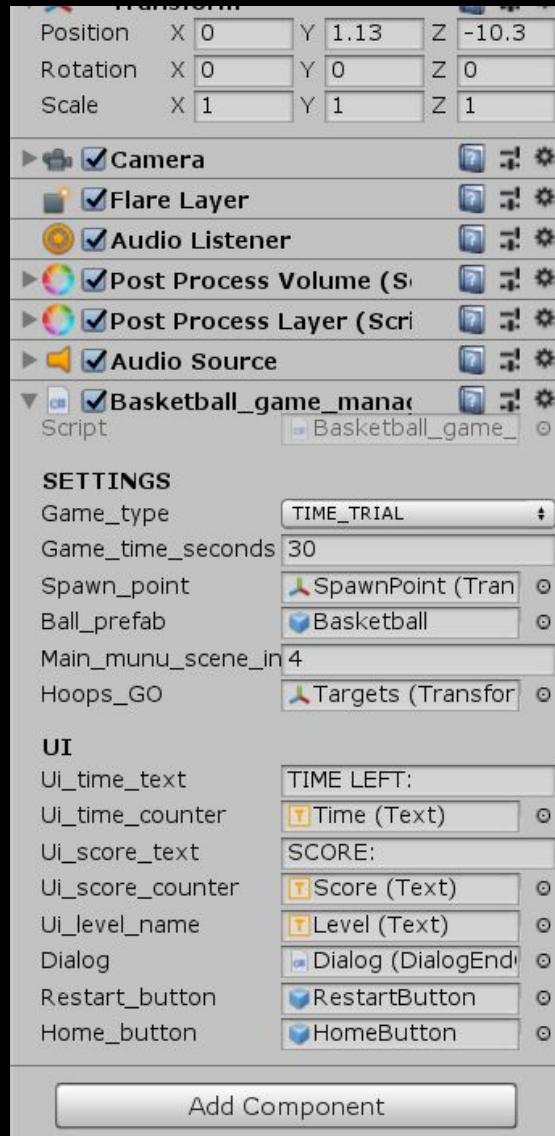
Lets take a quick look at BASKETBALL GAME. Open any playable basketball scenes f.e.

(SwipeThrowGames\BASKETBALL\_game\Scene\Scene\_BASKETBALL\_1.scene)

Go to Main Camera game object:



There will be game manager settings:



- Game type you can use 2 premaded or add and programm your own. For now its training and Time Trial modes.
- In case of Time Trial mode 'game\_time\_seconds' will limit game session time.
- 'Spawn\_point' where to spawn every new ball.
- 'Ball\_prefab' - ball prefab to instantiate in spawn point - should contain rigidbody. Look at demo ball to understand how its maded.
- 'Hoops\_GO' should contain root (just empty blank GO) GO of all hoops in scene. (All hoops in scene should be under one root GO).
- UI settings is easy to understand, look at childs of 'Canvas' GO.

At last lets see at

‘SwipeThrowGames\BASKETBALL\_game\Balls\basketball.prefab’



There is throw script (and many others):

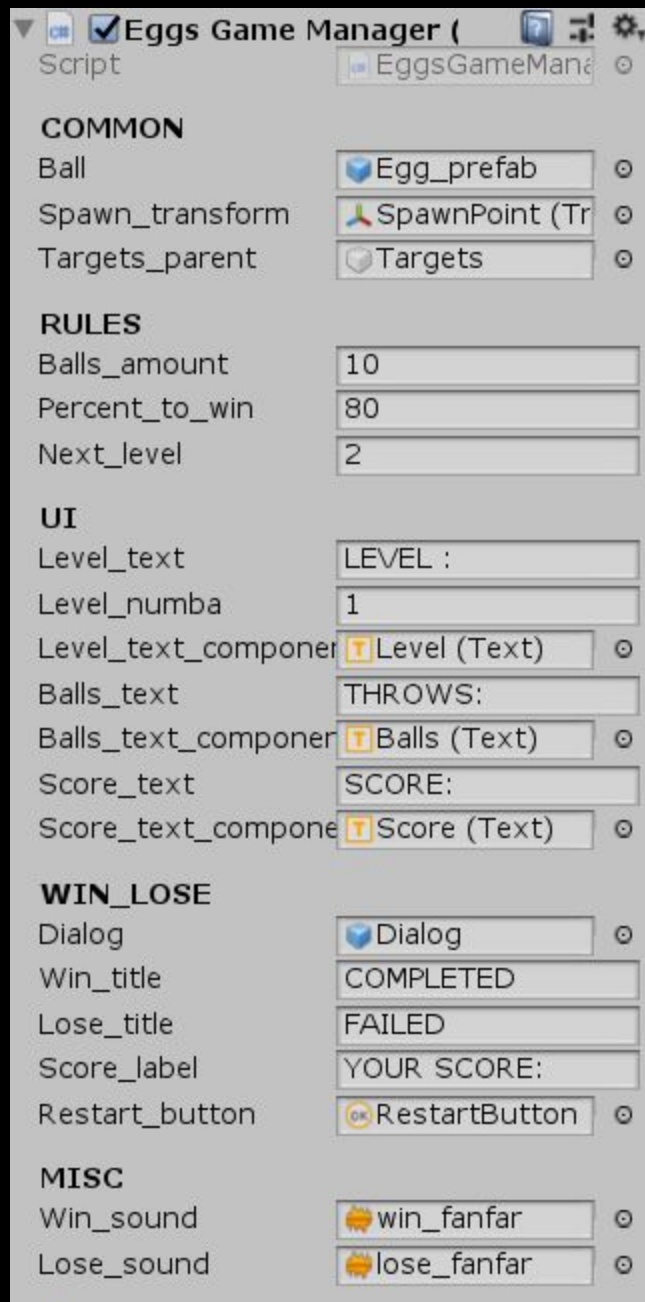
- Platform (choose here input type: PC or MOBILE)
- Force X and Y controls ball push force in this directions
- Force Z pushes ball with force value in Z direction
- ‘Auto\_destroy’ - destroy this object after delay value (timer starts when ball is just thrown)

# 1. About EGGS game

Lets take a quick look at EGGS GAME. Open any playable eggs game scenes f.e.

(SwipeThrowGames\EGGS\_game\Scene\Scene\_EGGS\_1.scene)

Go to Main Camera game object:



There will be eggs game manager:

‘Common’ section is same as in basketball game

- ‘Balls amount’ - how much throws can player do in this level
- ‘Percent to win’ - each target gives score, set here in percents total score to count it as win (80 means player should hit 80% of total targets score)
- ‘Next level’ - in case of win, this scene should be next (index from build settings)
- UI and rest is easy and intuitive sections

This game contains 2 throwables: egg and snowball. You can inspect them here:

- 1) SwipeThrowGames\EGGS\_game\Balls\Egg\egg\_prefab.prefab
- 2) SwipeThrowGames\EGGS\_game\Balls\Snow\snow\_prefab.prefab

Thanks and enjoy the asset!

RASKALOF 2019