

BASKETBALL COMPLETE GAME

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https://www.dropbox.com/s/01n5x13kn0h7nji/Admob_ADDPGAMEv3.unitypackage?dl=0
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If you like this game, please review it, I appreciate it ;)

I. Introduce gameplay and features

Swipe the ball towards the hoop to score.

There are 3 modes to play.

Collect stars to unlock new balls. Improve your skills and become the master of the hoop.

FEATURES:

- + Simple gameplay
- + Easy to reskin
- + Share screenshot with social apps
- + Make money with unity ads and admob ads
- + Total C#, Easy to play, easy to learn, easy to reskin

II. TUTORIAL

1. Game Editor



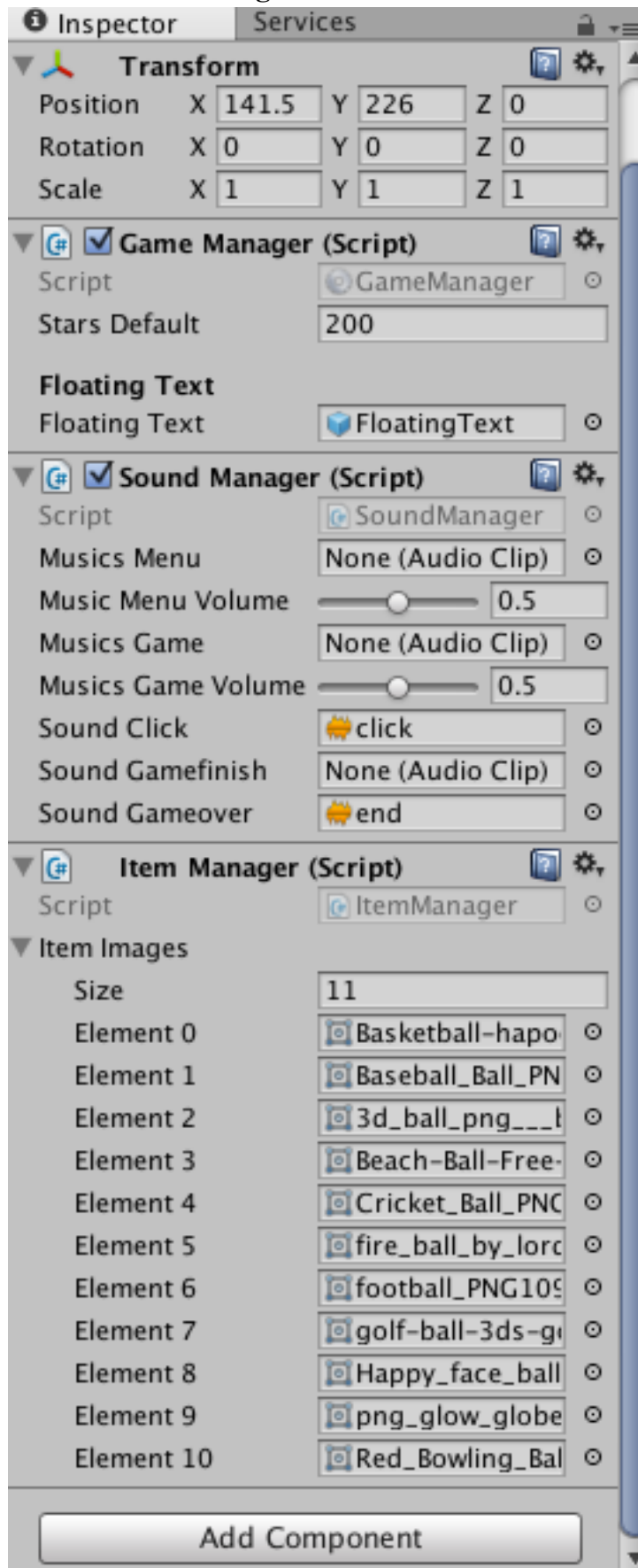
2. Game Controller

Main folder:

- **Animation:** Holds the animation clips made with Unity's built-in animation system.
- **Prefab:** Holds all the prefabs used in the game. These are distributed to various folders for easier access.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts.
- **Audio:** Holds all the sounds used in the game. Jump, Click, etc
- **Sprite:** Holds all the textures used in the game which are used as sprites in Unity.

Main Controller gamplay:

a. Game Manager



GameManager script control game state, store score, best score and the functions. You can call the function directly.

Game Manager script:

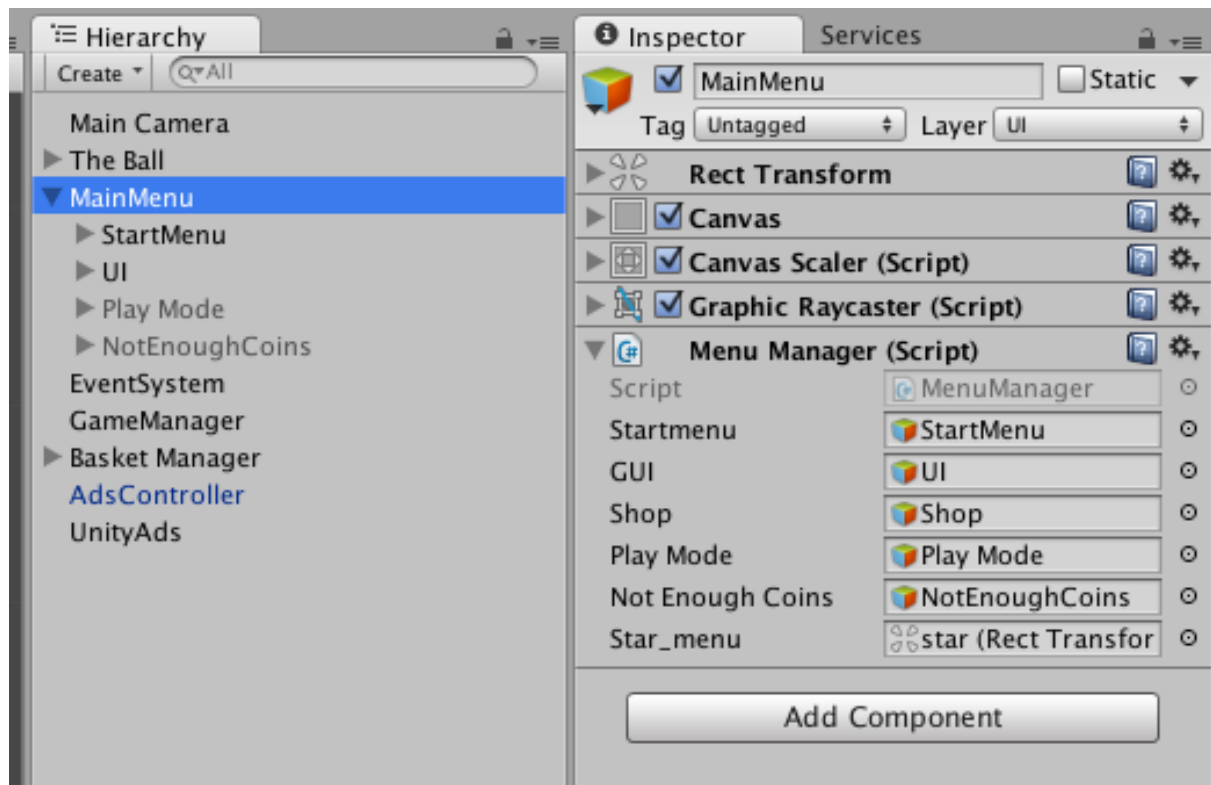
- *Floating Text:*

floating text score on screen

Sound Manager script: control the music and sound. In another script, you can play the sound clip by
SoundManager.PlaySfx(soundclip, volume)

ItemManager: this is the holder of the ball images, you will place all your ball image here and create new Item in shop with the unique ID

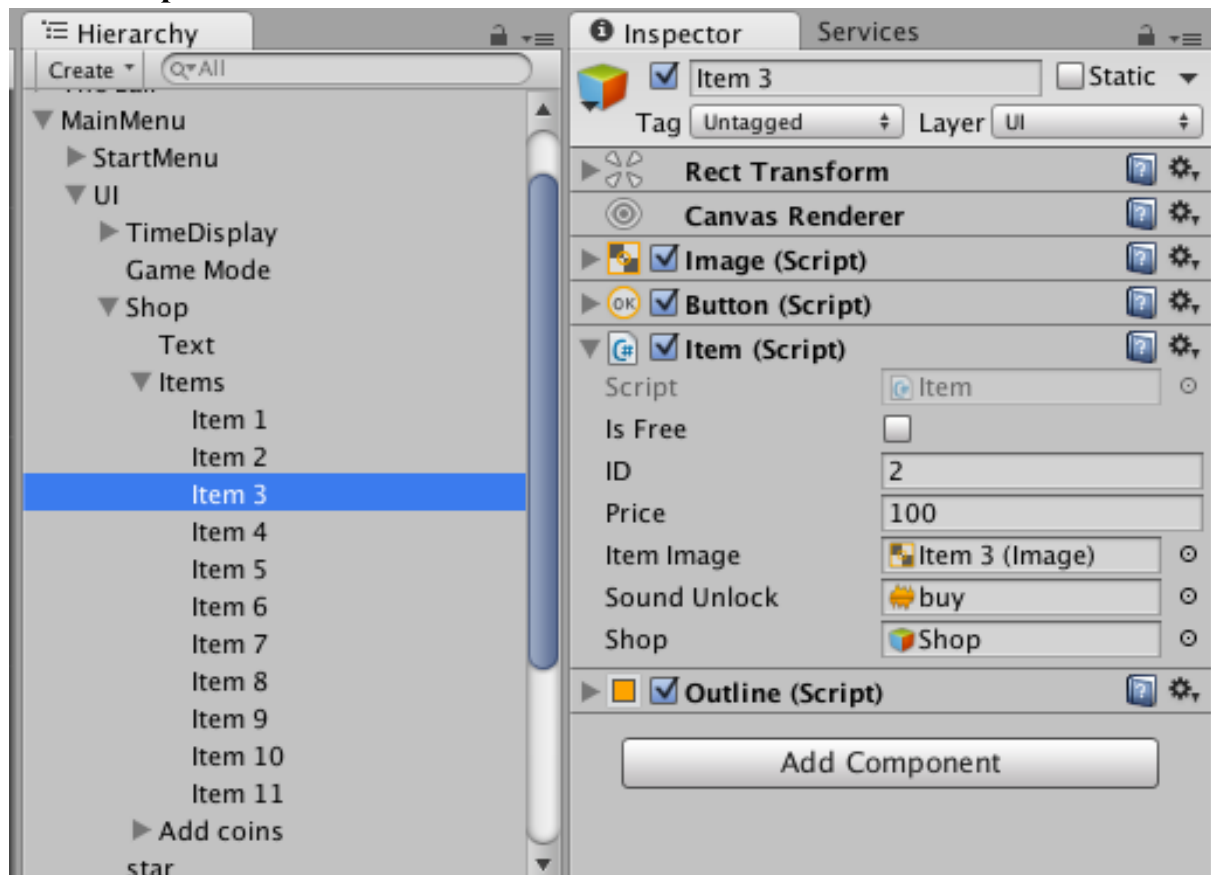
b. Menu



This is main GUI of game, it control all child in there: UI, StartMenu, Shop, Play mode,...

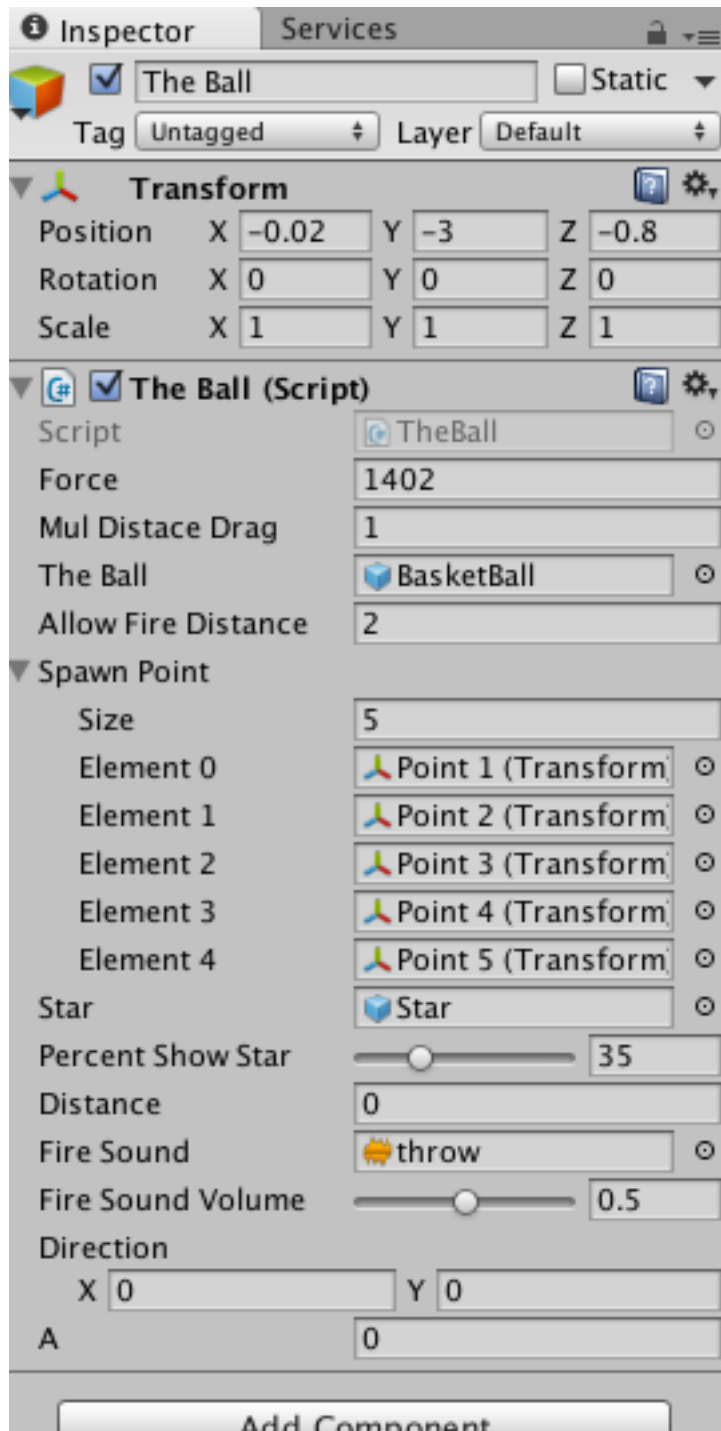
Place all items in it to setup correctly.

c. Shop Items



You need to create new item if you add more image in **Item Manager**, example, if you add the 12th image then you need to create another item 12 and set the ID 11 and so on.

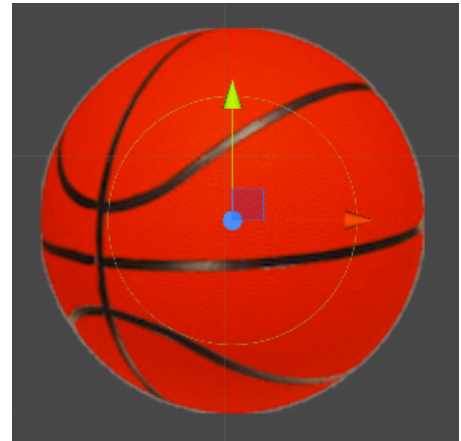
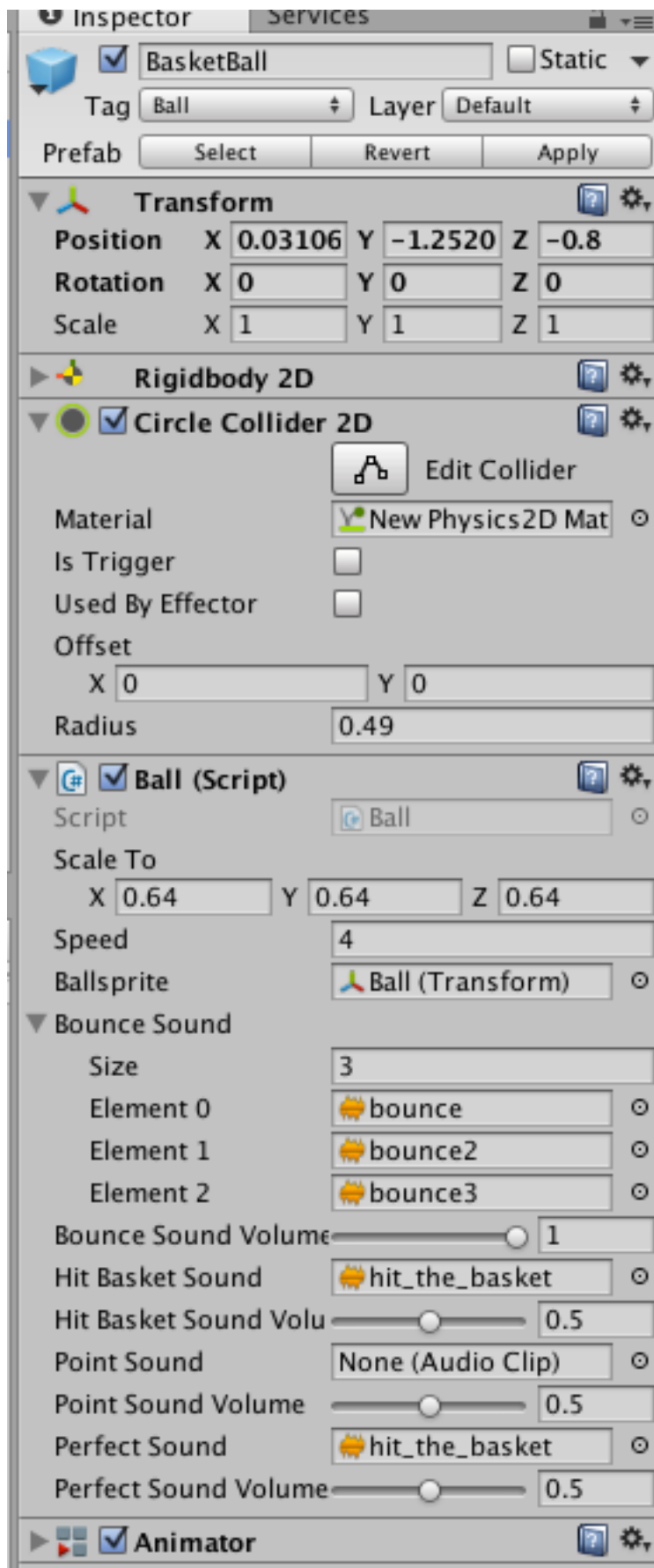
d. The Ball



This object will control about creating the ball, changing the ball's position, apply the force to the ball, spawn the star for collecting

- **Force:** apply the force to the ball when it's fired
- **The Ball:** the ball prefab
- **Spawn Point:** spawn the ball with a random position

e. Ball



The ball has a default sprite is basketball, but its sprite will be change when you unlock and choose another ball in Shop by The Ball object.

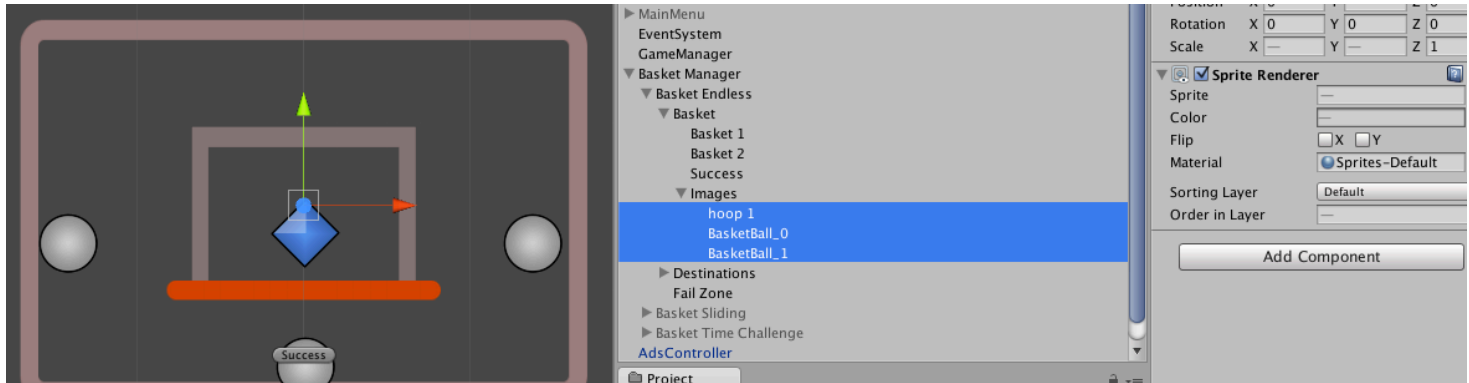
The ball will scale its child object that has sprite image to fit with the circlecollider2D, you can see the circleCollider2D in the image above.

Speed is the speed to scale the ball image to **Scale To** value

III. RESKIN

1. You can find the game images in BKB/Sprite folder.

To reskin the game, just create your new similar dot object and place it in Sprite component of basket in Basket Manager



IV. ADMOB

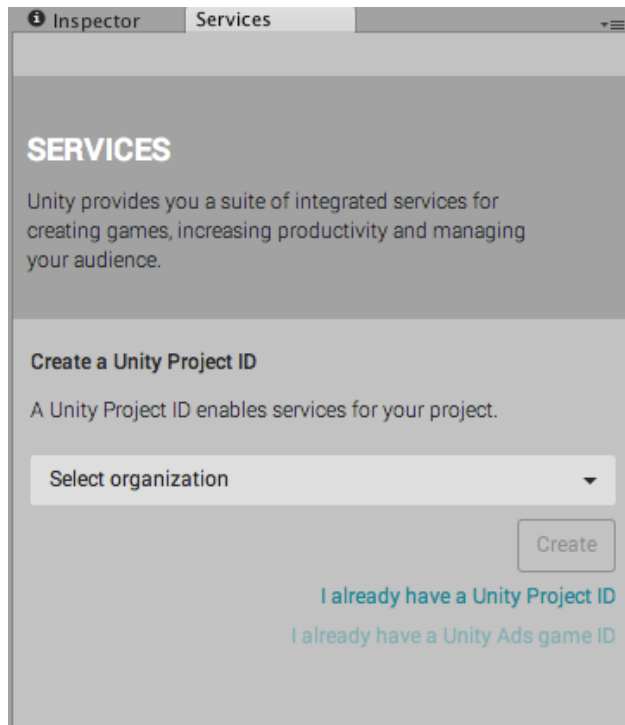
You can download the admob package and read the readme file to know how to use it

https://www.dropbox.com/s/01n5x13kn0h7nji/Admob_ADDPGAMEv3.unitypackage?dl=0

V. UNITY ADS

You need to create a new game on <https://dashboard.unityads.unity3d.com/> to get Android and iOS ID.

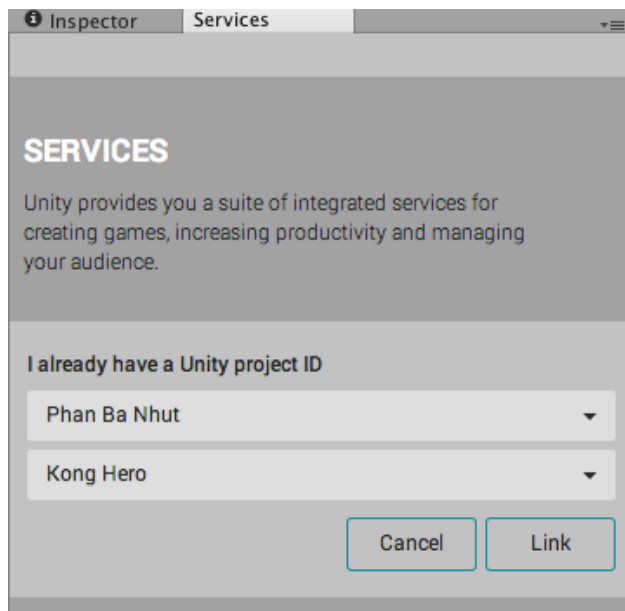
Open Window/Services tab



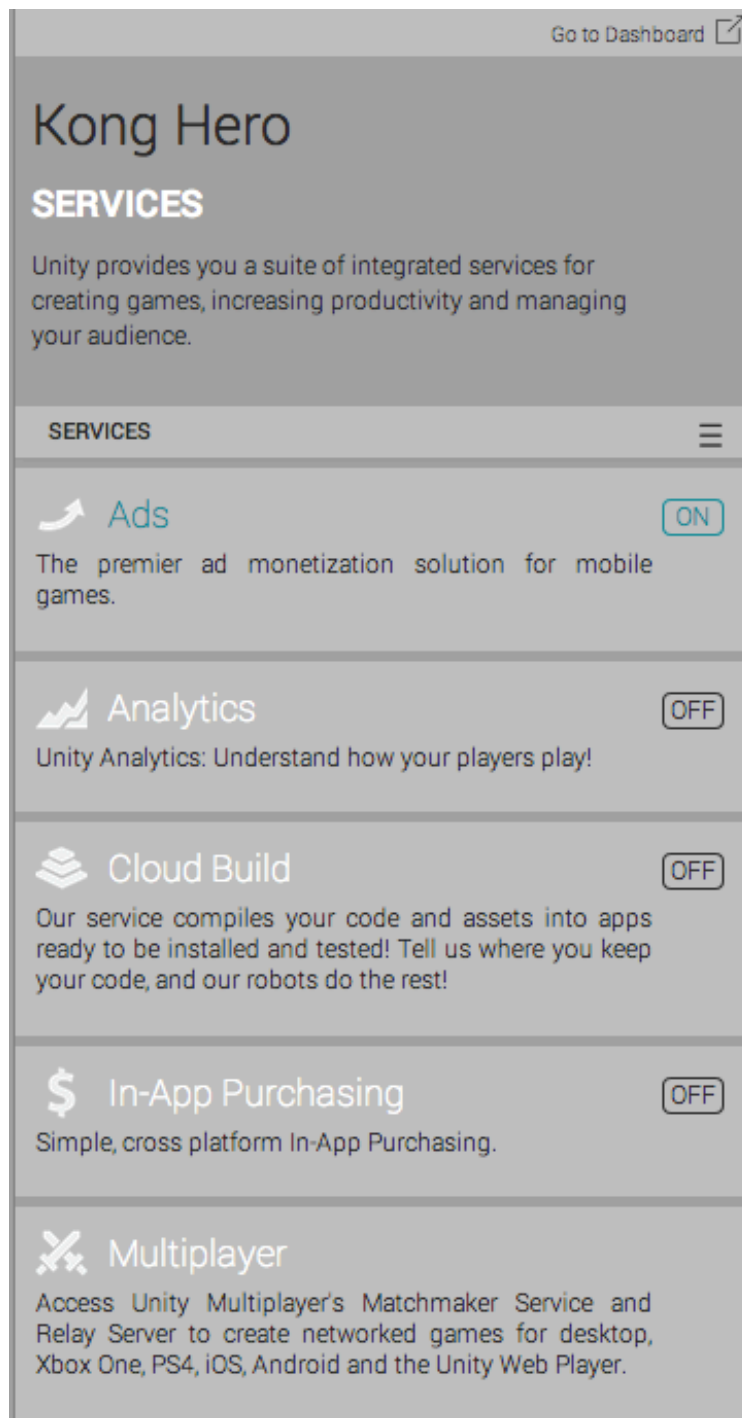
- If you already have the ID then click “I already have a Unity Project ID”

- If you don’t have the ID then choose your Unity ID and click Create.

In this case I choose the option 1 because I already have the IDs when I create a new game at the link above.



Choose your project ID and click Link



Finally, turn on the Ads

Okay, now you have completed the integration Unity reward ads for this game. You can test this function by open Main Menu scene, hit Play and click the Video button to get the coins

Okay, That's it! If you have any questions please contact me:

phanbanhut@gmail.com

Skype: phanbanhut

Thank for your purchase! Good luck!

P/S: I provide the Reskin service as well as other features that you want integrate to this game, feel free to contact me for any question