

AR Basketball GO

• September 14, 2019 🔥 14

AR Basketball GO — Unity Asset in sport arcade genre with Augmented Reality for mobile platforms, realistic physics of a basketball net & ring, ring growing & hoop movement, advanced scoring & audio systems.

During an encounter with basketball hoop, a player may throw a ball for scoring by tapping any point on the screen (easy mode) or by flicking (swiping) the ball from the bottom of the screen up toward the target (hard mode). Both modes form different speed and toss direction based on last tap point, what makes the game even more interesting.

Throw Diligently & Try to Get Best Score!



Contents

1. AR Basketball GO contains Unity Assets
2. Features of AR Basketball GO
 - 2.1. Unity Editor
3. Bonuses
 - 3.1. Ring Growing (Big Ring)
 - 3.2. Hoop Movement
4. Tutorial
 - 4.1. Getting Started with AR Basketball GO
 - 4.2. "\$" Game Object
5. Testing
 - 5.1. Tested with Mobile Devices
6. Support
7. Changelog

AR Basketball GO contains Unity Assets

All paid assets are included in Unity Package. All modules are designed independently to keep this asset extendable & easy to understand:

- ★ [Throw Object 3D \(docs\)](#) to implement throwing.
- ★ [AR Camera GYRO \(docs\)](#) to implement Augmented Reality for wide range of mobile devices. You can use any AR Engine (ARCore, ARKit, etc.) because there is no hard connection between Unity Project and [AR Camera GYRO \(docs\)](#).
- ★ [AR Throwing \(docs\)](#) to combine AR & Toss.
- ★ Real-Time [AR Shadows \(docs\)](#).

Features of AR Basketball GO

Bring the enchanting Power of Augmented Reality into your amazing Game or App:

- ★ 2 Bonuses: Ring Growing (Big Ring), Hoop Movement.
- ★ 2 Throwing Modes: "Tap" (Easy) & "Flick/Swipe" (Hard).
- ★ Super Realistic Physics of a Basketball Net & Ring.
- ★ Dissolving (Fading) VFX for All Game Objects.
- ★ Dynamic Sound System: play Sounds based on speed, pitch and volume factors of Throwing Objects when it collides with Ring, Net, Backboard, Floor, Pole.
- ★ Tons of Customizable Parameters (Points, Throwing, Bonuses, Sounds, Delays, etc.).
- ★ Directional Arrow that points to current target.
- ★ Advanced Scoring System with Combos & Accounting Distance to Basket.
- ★ Mobile Optimizations: [Object Pool](#), [TextMesh PRO](#), etc.
- ★ UI Animations and Sounds: Clear Ball, Best Score, Current Score, Fail.

Bonuses

You can get a bonus with 1 scored ball or with combo. Balls Count in Combo can be set in Unity Editor.

Ring Growing (Big Ring)

Ring Growing happens when the player scores 1 Clear Ball (without touching of Ring). When Limit of Goals with Big Ring will be reached then basket will be returned to the Normal Size.

Hoop Movement

Hoop Movement happens when the player scores 2 Normal Balls (not clear) and shows VFX with Explosion & Hoop Dissolving (Meshes & Shadows).

Movement contains 2 independent parts:

- ★ Rotation Around Camera (Player) by target Angles.
- ★ Changing of local Z Position by target step.

Tutorial

Getting Started with AR Basketball GO

If you have any issues with the first launch then just [Reach Support with Invoice Number](#) and Get Help.

I used the next software for this tutorial:

- ★ Unity 2019.1.14.

Folders & Files in package by default:

- ★ Makaka Games;
- ★ PostProcessing.

Steps

- 1 Download and import [AR Basketball GO](#) into Unity;
- 2 Install [TextMesh Pro with Package Manager](#) & Window > TextMeshPro > Import TMP Essential Resources.
- 3 *Option: To Get All Assets associated with [Throw Object 3D](#), check its [documentation](#).*
- 4 [Test in the Unity Editor with Unity Remote](#) or build for mobile.



Each Unity Asset included in [AR Basketball GO](#) has its own documentation in target folder or [on the website \(the latest docs\)](#).

“\$” Game Object

It's Game Controller. Here you can find main control scripts.

Testing

[Read Article: Mobile Testing](#).

Tested with Mobile Devices

- ★ iOS on iPhone 6 & 8,
- ★ Android on Samsung Galaxy S10.

Support

First of all, [read the latest docs online](#).

If it didn't help, [get the support](#).

Changelog

Check the current version on [Asset Store](#).

The latest versions will be added as soon as possible.

2.0 (Completely Rewritten Project):

- ★ [AR Shadow 1.4 \(docs\);](#)
- ★ [AR Camera GYRO 4.0 \(docs\);](#)
- ★ [Throw Object 3D 4.0 \(docs\);](#)
- ★ [AR Throwing 3.0 \(docs\);](#)
- ★ [TextMesh Pro;](#)
- ★ Hoop Movement;
- ★ Dissolving (Fading) VFX;
- ★ Shadow for Net.