



Makaka

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AR Basketball GO

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REMEMBER

- If you like this asset, please rate and/or review it on the asset store, every rating is useful to help us to improve this plugin.
- If you find a bug or you can't use asset as you need, please first [send us an email to info@makaka.org](mailto:info@makaka.org) (in English or in Russian) before leaving a negative review to the asset store. We are here to help and to improve our plugin for the best.

INTRO

Note: The camera implements markerless augmented reality, using the gyroscope like Pokemon GO. It's easy to set up the asset for marker-based AR like Vuforia.

AR Basketball GO - simple arcade for mobile platforms with realistic physics of a basketball net and hoop.

Tested with iOS 10.2 on iPhone 6.

Tested with Android 6.0 on Samsung Galaxy S7.

All modules are designed independently to keep this asset extendable & easy to understand.

MANUAL

\$

Almost every scene has "\$" GameObject, which has main control scripts for the scene. Through the "\$" various modules interact with each other.

Ball

Main GameObject. You can setup throw settings in the editor.

GyroCamera & GameWorld

The Main Camera has a script (GyroCamera.cs), which refers to the GameWorld. Place inside GameWorld all objects you want to see in Augmented Reality.