

Crazy Basketball Machine

Game documentation and HowTo guide



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1.Introduction

Crazy Basketball Machine simulates the realistic physics and features great graphics, nice game room environment and your very own virtual hand to shoot some hoops.

Features:

- Works on all platforms, PC, Mac, iOS, Android, etc
- Optimized game control allows you to play the game smoothly even on minimal phone

- Combo system
- Bonus shot.
- Easy to Reskin.
- Simple to understand C# code.
- All assets included: graphics, sounds, and code.

2. Getting started

Open the blank project you want to **import** assets into. Choose Assets > **Import Package** > plus the name of this **package** you want to **import**, and the **Import Unity Package** dialog box displays, with all the items in the **package** pre-checked, ready to install.

To test the game, search start scene by project panel of unity editor to found the scene file named "start". You can also found the scene files under Assets/Crazy Basketball Machine/Scenes

Double click on it to active the scene. Then you can run the game correctly.

If you import this asset to Unity3d 2019, please follow this step to switch the scripting runtime version to .Net 4.x:

Go to Edit>Project Settings>Player, then select Other Settings tab and in Configuration block try switching Scripting Runtime Version to .NET 4.x Equivalent.

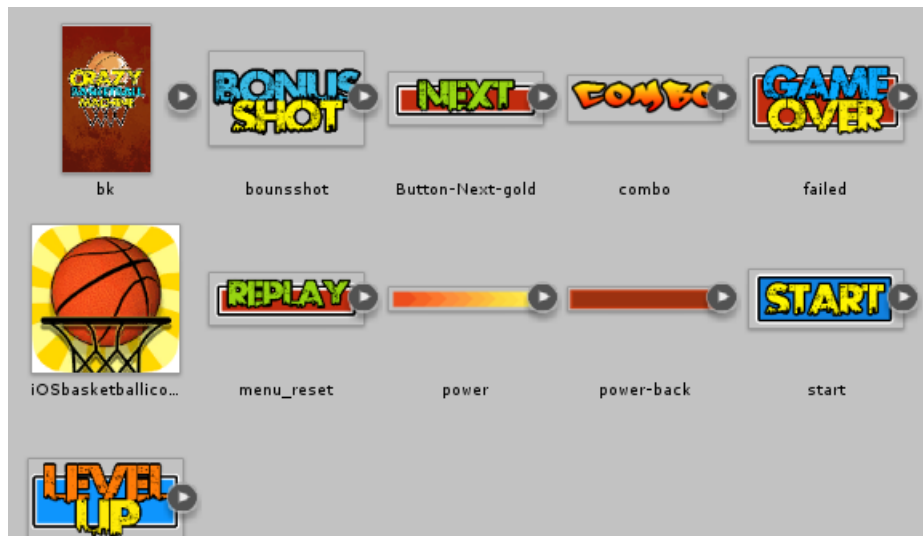
3. How to play

All you have to do is flick the ball to any height, speed and power to get it into the hoop. Shoot as fast and accurate as you can in limited time to make a high score.

4. Reskin

All sprites used in this game (for buttons and other UI components) are located under the Textures/GUI folder. You can replace them with your own sprites to modify the UI as you

like.



All other resources were under Assets/Crazy Basketball Machine/Models

5. Basic Game Settings

Directory structure

When import Crazy Basketball Machine your will see this directory structure in you Unity Project View.



- **Font:** Holds the font file used in the game.
- **Materials:** Holds the materials used in the game.
- **Models:** Holds the FBX format models used in the game.
- **Prefabs:** Holds all the prefabs used in the game.
- **Scenes:** The scene that runs in the game is game.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts. All code is written in C#, and the game logic is clear so you can easily understand these codes.

- **Sounds:** Holds all the sounds used in the game.
- **Textures:** Holds all the textures used in the game.

Gameplay tweaking

Most of important gameplay parameters can be configured in component: GameMgr.

GameMgr

The GameMgr component is attached to a game object named GameManager in the hierarchy.



You can tweak the gameplay by modifying following variables:

- **Targetscore:** The target score of each level. If your score greater than or equal to target score, launch the bouns shot, else game is over.
- **Targettime:** The time of each level. You must reach the target score within the giving time

in each level.

Please contact zhang_frank@hotmail.com if there is anything unclear.

THANK YOU AND GOOD LUCK WITH YOUR GAMES!