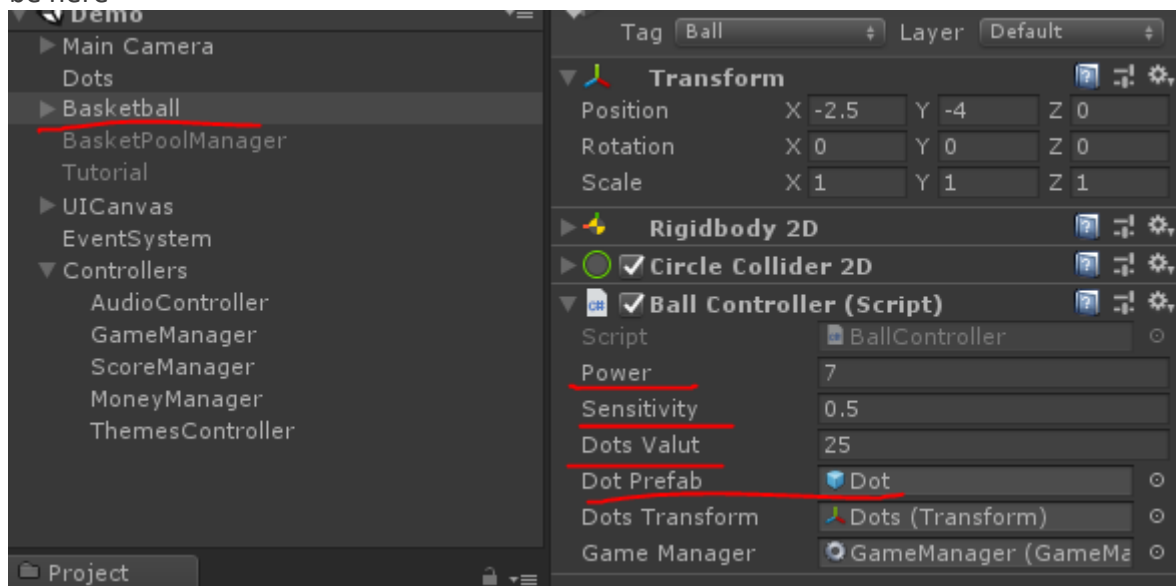


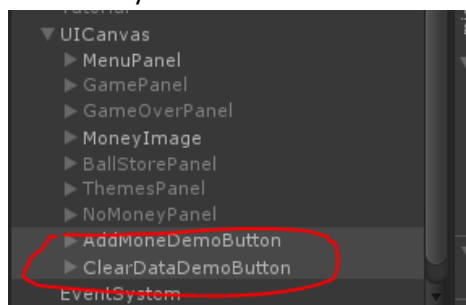
Dunk Shot Clone Documentation



Change the number of points of the trajectory, the strength of the ball and the sensitivity can be here

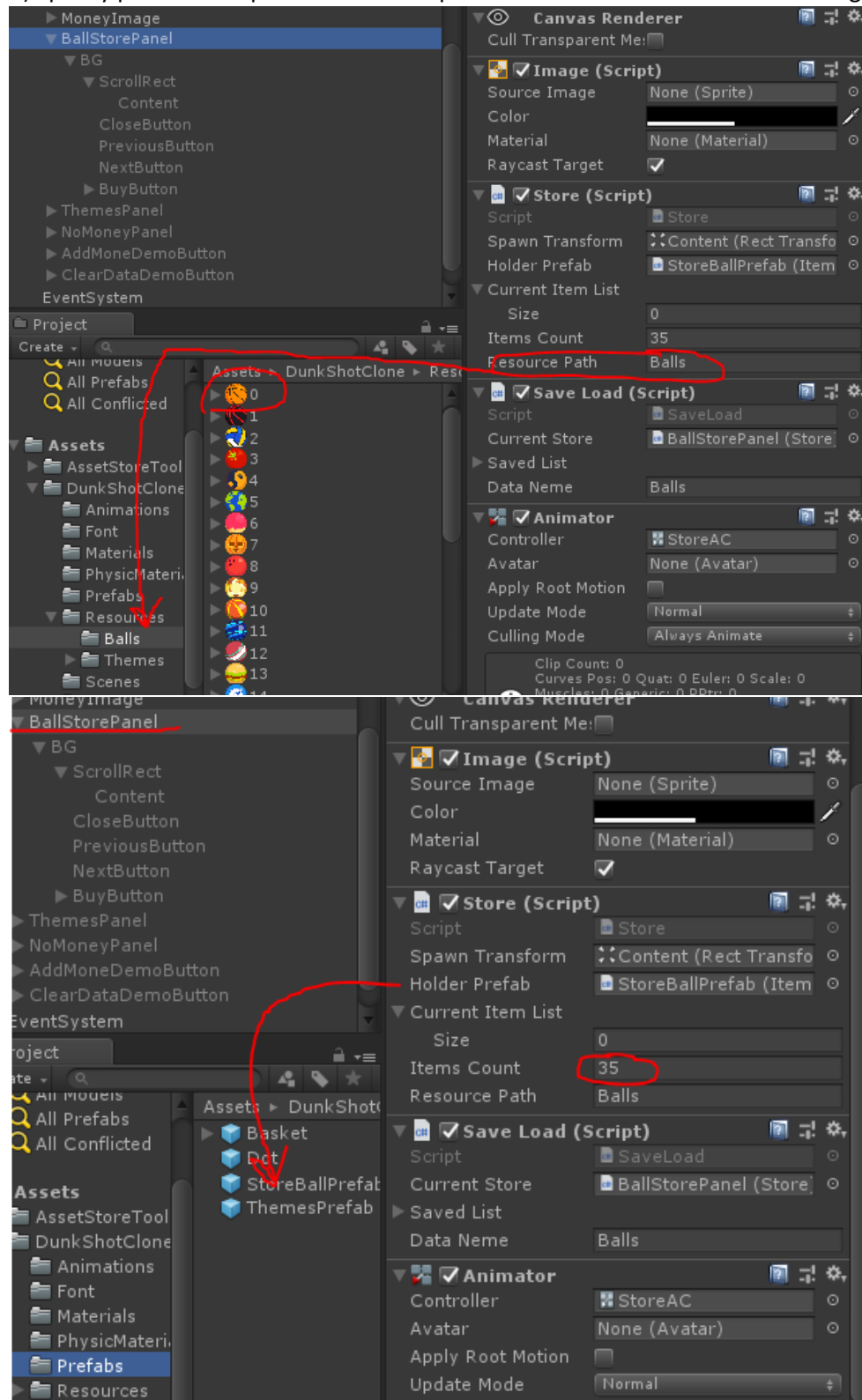


Add money for the test or reset all the saving can be using these buttons

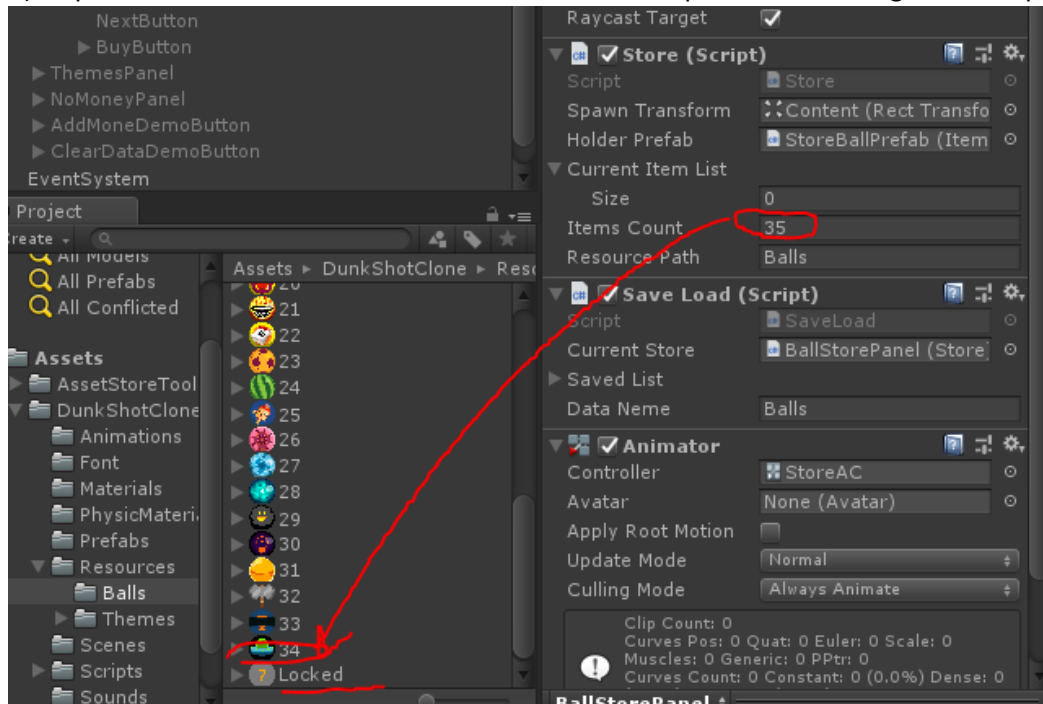


To add a new store, you can duplicate the existing "BallStorePanel" and make the necessary changes:

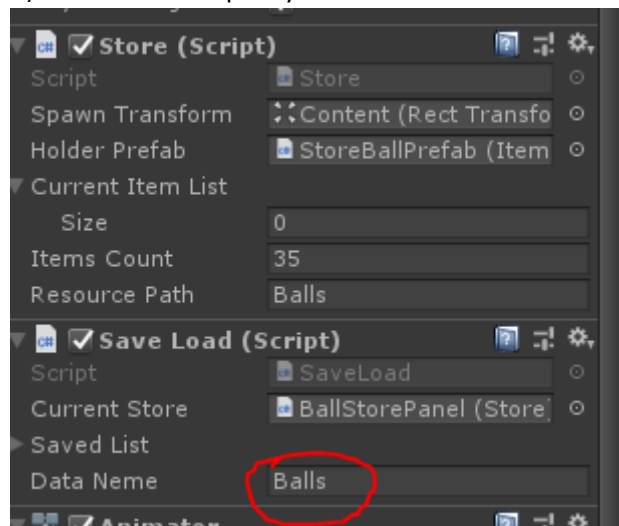
- 1) To specify in Holder Prefab, the new prefab for an element of shop, the necessary change.
- 2) Indicate the number of items that will be in the store. NOTE! The number of elements must match the number of sprites that will be loaded from the resources.
- 3) Specify path to the sprites. NOTE! All sprites should be called numbers starting with 0.



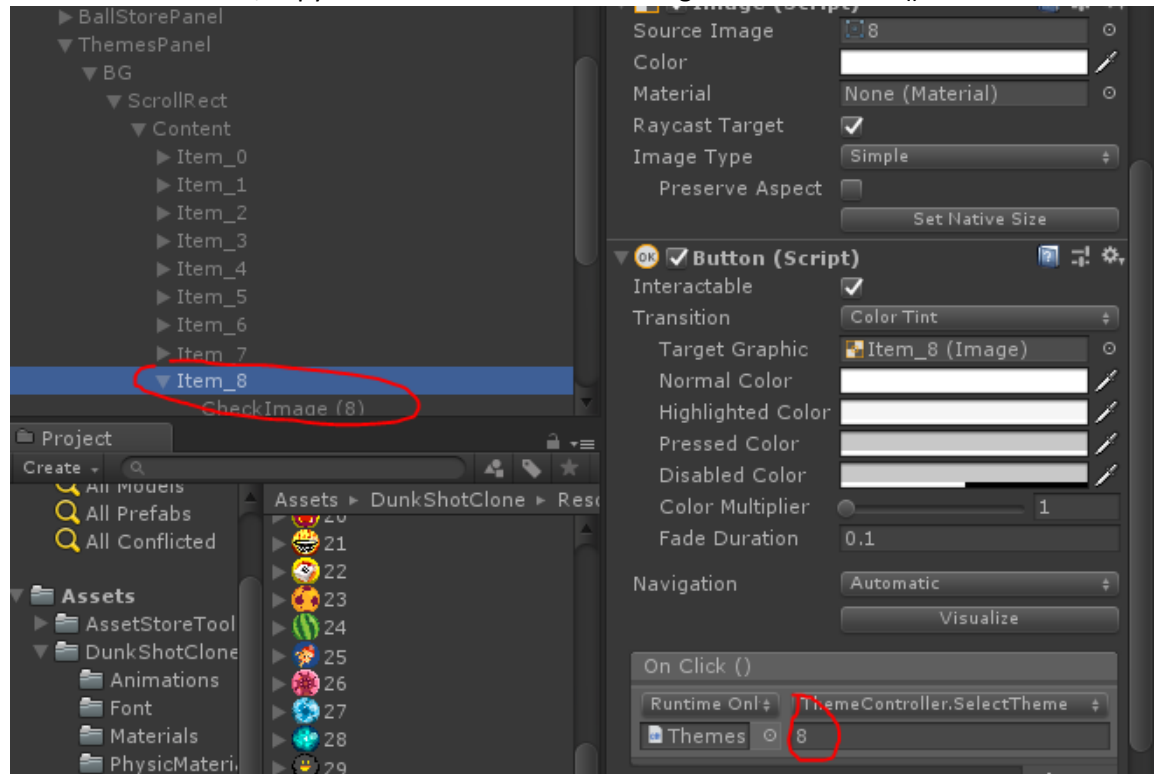
4) A sprite named "Locked" in the folder with the other sprites will be hung on the unpublished item.



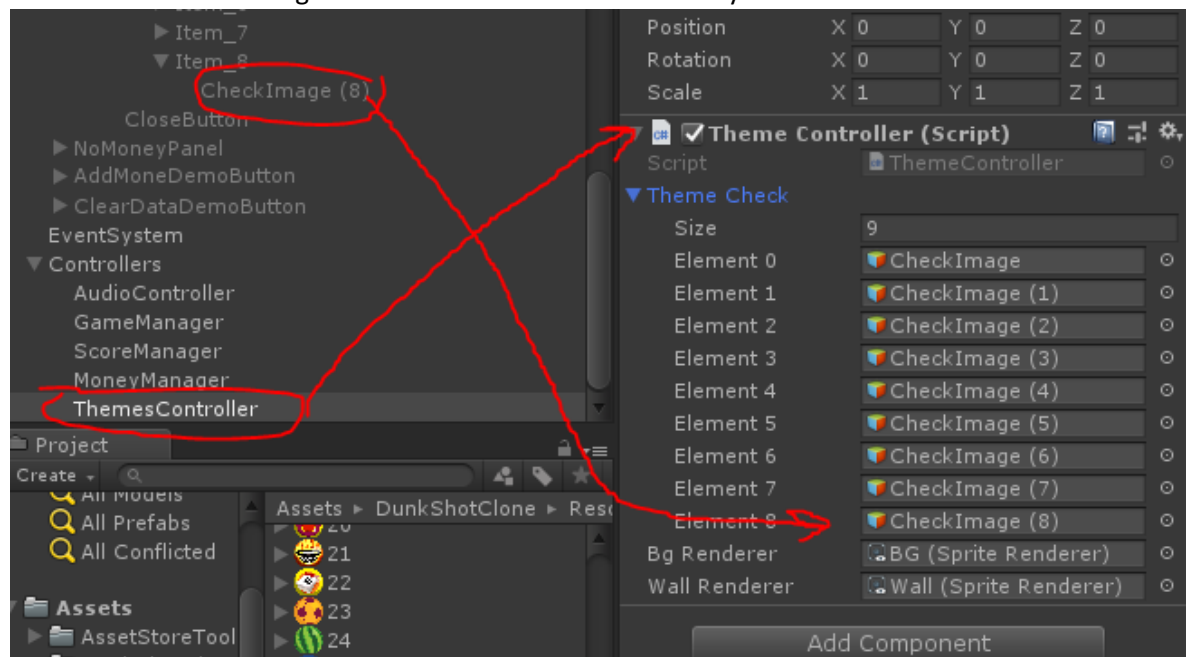
5) You must also specify the name of the file to save (you can any)



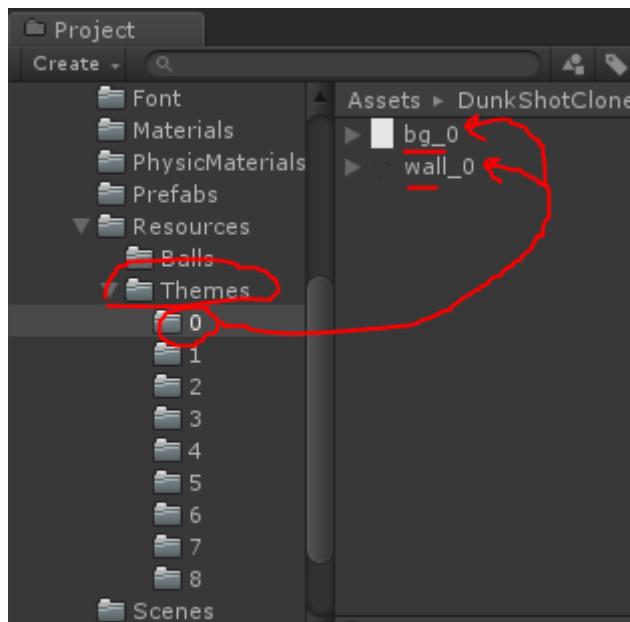
To add a new theme, copy the "Item" element and change its id in OnClick ().



And then add CheckImage from the created item to the array ThemeCheck



Themes should be placed in the Resources/Themes/Id - folder, where Id is the theme number. In this folder there should be 2 images, with the names bg_id and wall_id, where id is the number of the theme that must be the same as the folder in which they are located.



If you have any questions, please contact our support team

support@mammoth.ltd.ua

Have a good game!
