

Basketball Shoot Kit

Documentation



Contents

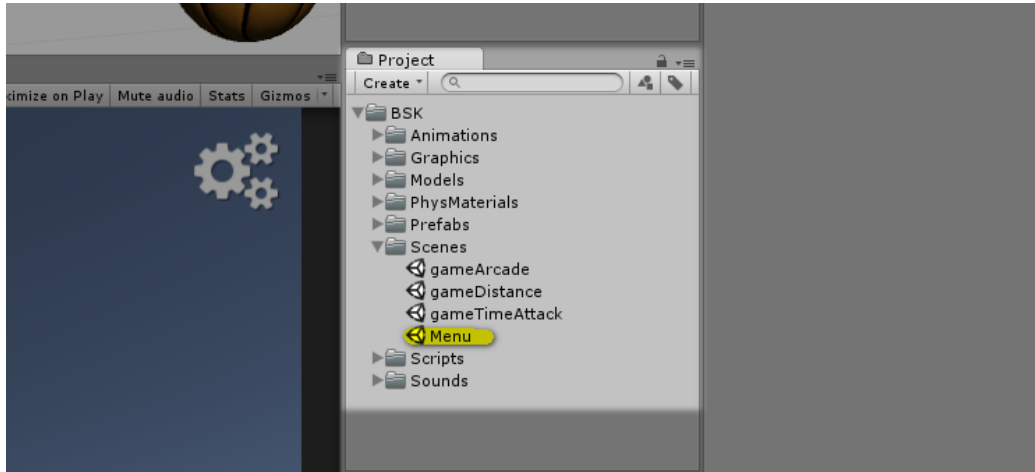
Overview	3
Quick Start	3
Game basics.....	3
Controls	3
Goals types	4
Camera workflow	4
Game Modes	5
Arcade Mode	5
Time Attack Mode	6
Distance Mode	6
Tips & Tricks	7
Trick 1 name	Ошибка! Закладка не определена.
Tips	9

Overview

This package represents ready to play basketball shoot game in orthographic 3D space. It contains three pre-ready game modes: arcade, time attack and distance. Basic game parts like menu, options, tutorial UI, sound trigger, best score and so on are pre-ready too.

Quick Start

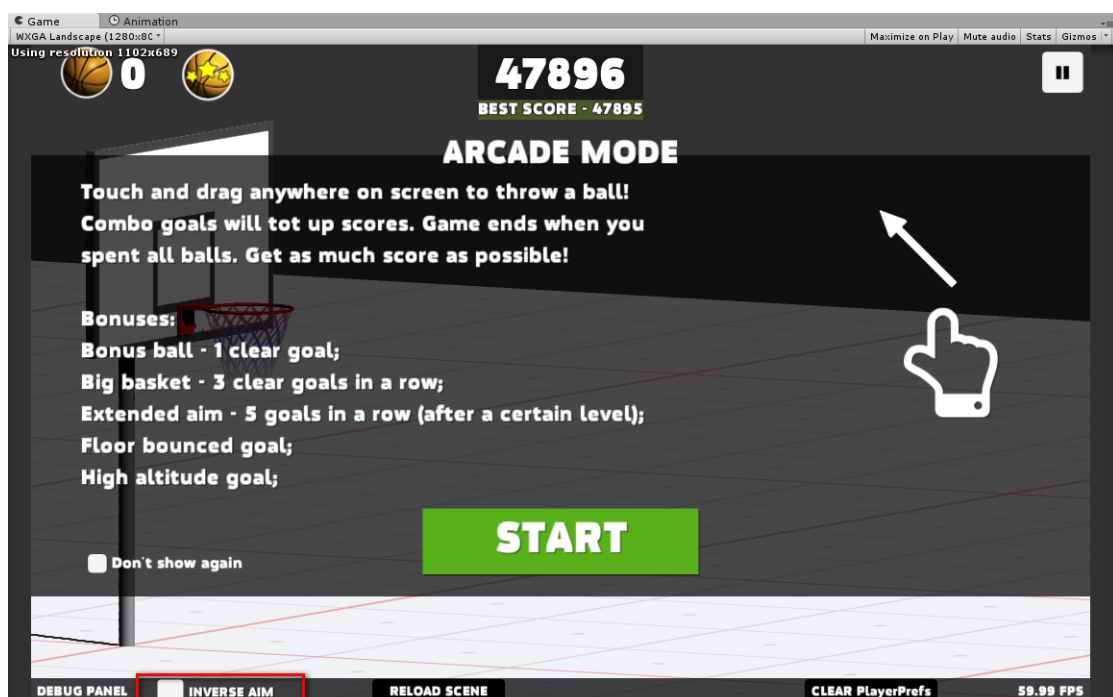
For quick start playing open “Menu” scene in BSK/Scenes/ and hit “Play” button!



Game basics

Controls

The game is targeted for mobile devices and uses mouse or touching as input. Simply touch & drag & drop to throw a ball. It is unnecessary to start touching exactly on the ball object, you can touch anywhere on screen (excl. UI elements). Drag your finger in throw direction to set force impulse for a ball. Note that you can inverse it in debug panel.



Goals types

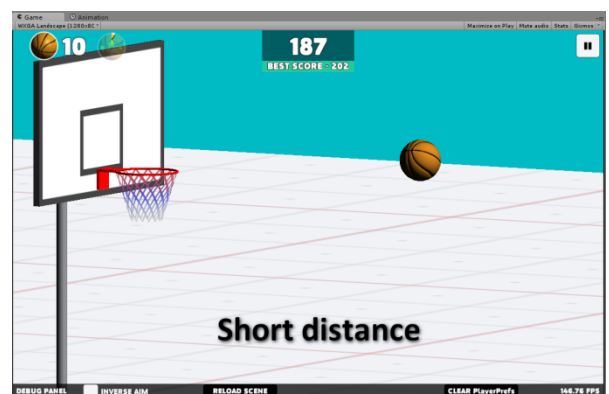
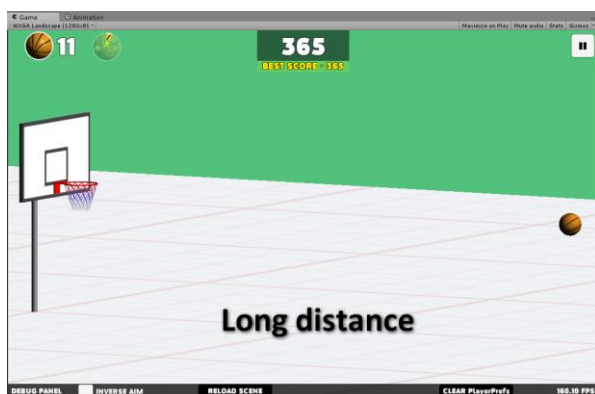
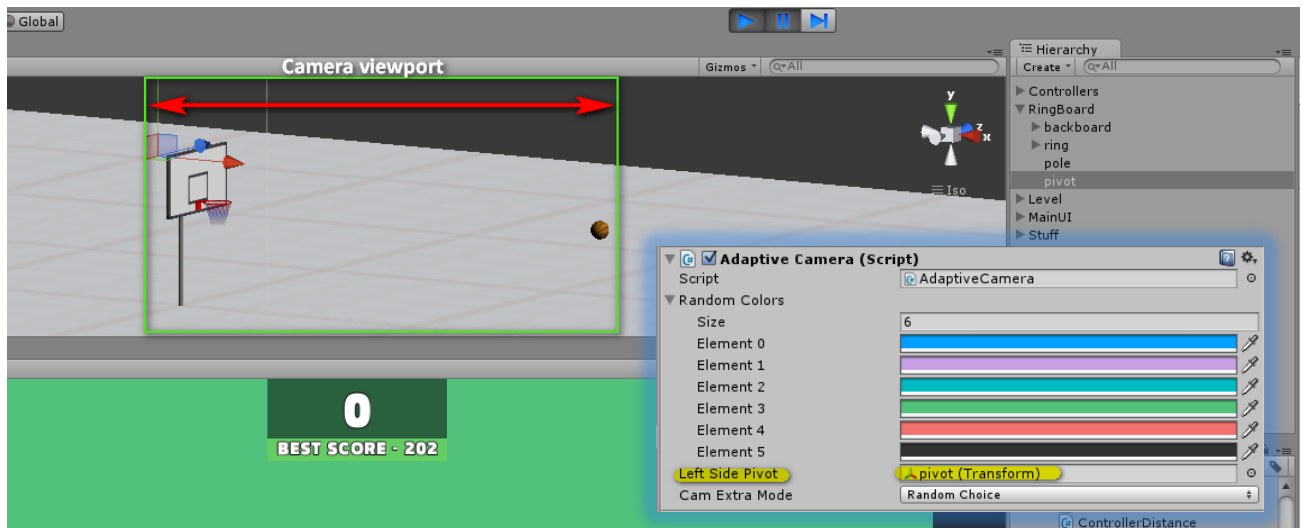
During the game process you can have different goals described below. They can be used for bonuses in game modes.

- Simple goal – usual “dirty” goal
- Clear goal – ball did not touched the ring
- Bounced goal – ball has bounced with floor
- High altitude goal – ball was thrown with high apogee path

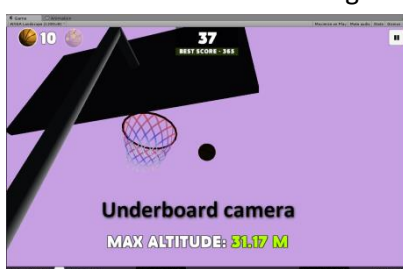
Camera workflow

Here we use only **orthographic** camera! Perspective camera won't work good with script that throw balls ([Shooter.cs](#)) in current asset version.

The camera size and its position changes automatically after new ball spawned for best fit. So we can show either short distance or long. The left border point is an empty object “pivot” and right point is a ball object. By the way! Background color also changes every ball spawn. You can set your colors in *Adaptive Camera* component that attached to [MainCamera](#) object.



Also camera turns in special extra mode when ball goes with high speed by Y axis. Special camera can be under the basket or following the ball. That can be set to choose cam randomly or specific.



Game Modes

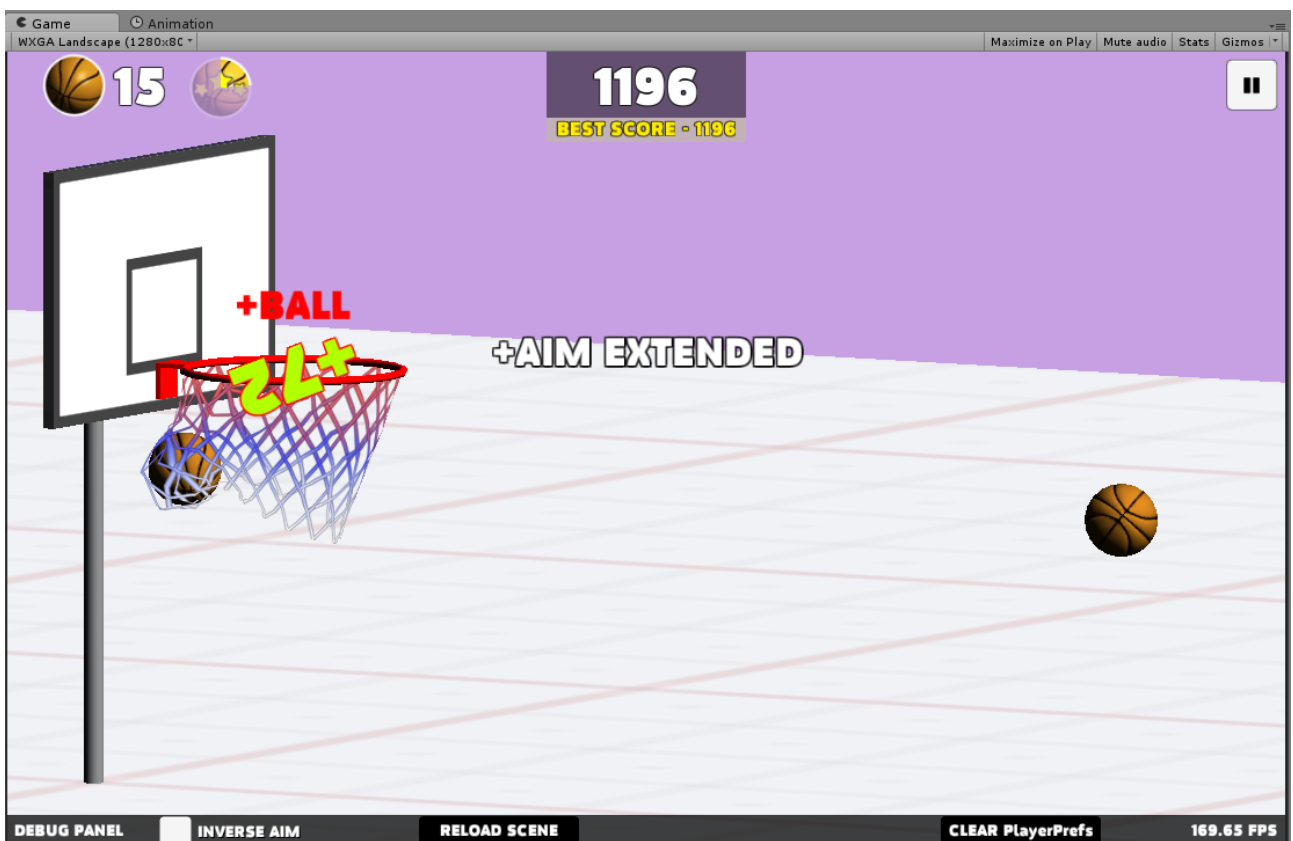
Arcade Mode

Overview

The first mode is Arcade Mode. You can run it from Menu scene or directly run arcadeMode scene. The rules are enough easy. You have 10 balls at start-up. If you threw and missed you lose a ball if not you will still have same balls count. At start you have 30 aim dots and it will be reduced as much as your score grows. Balls are spawned after previous ball completed (goaled or failed) in random box that will grow as much as your score grows. Score for each goal depends on ball distance and any bonuses and got summed if you goal balls in a row. The mission is to get as much scores as possible.

Bonuses

- **Bonus ball** – goal clear ball to get +1 to balls count.
- **Big basket** – goal three clear balls in a row to get big basket. It gives you an ease to goal. Big basket will live 3 next throws.
- **Extended aim** – goal five balls in a row to get 60 aim dots. Extended aim will live 5 next throws.
Note that this bonus can be achieved after certain scores already gained.
- **Floor bounced goal** – goal a ball that touched floor before go to basket. It will add you extra score depending on distance you've threw that ball.
- **High altitude goal** – goal a ball that traveled with high speed by Y axis and high altitude. It will add you extra score depending on maximum altitude that ball got.
- **Super Ball** – goal a ball after super ball icon will be filled up. You will get a big amount of scores.



Time Attack Mode

Overview

The second and most nervous mode is Time Attack. Here you are not limited with balls but with time instead. Balls are spawned randomly in box collider after each throw. You throw the balls while time countdowns and get extra time after each goal. Game ends when time is out. An objective is the same – get as much score as possible.

Bonuses

- **Big basket** – goal three clear balls in a row to get big basket. It gives you an ease to goal. Big basket will live 3 next throws.
- **Extended aim** – goal five balls in a row to get 60 aim dots. Extended aim will live 5 next throws.
- **Floor bounced goal** – goal a ball that touched floor before go to basket. It will add you extra score depending on distance you've threw that ball.
- **High altitude goal** – goal a ball that traveled with high speed by Y axis and high altitude. It will add you extra score depending on maximum altitude that ball got. *Note that in this mode camera extra mode is turned off, no time for this 😊.*

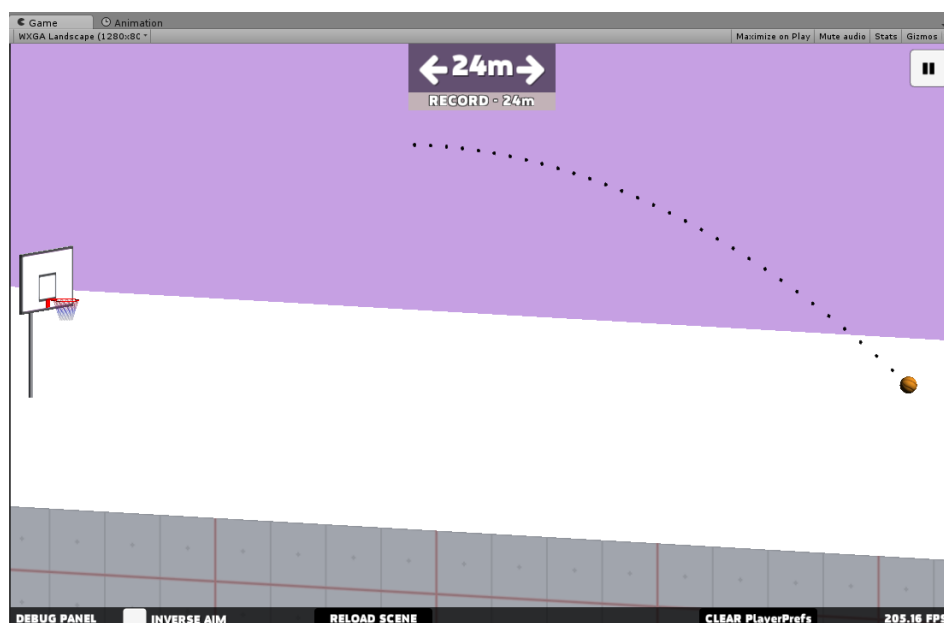
Distance Mode

Overview

The third pre-ready mode is made for real snipers. As you can guess its objective is to reach as long distance as possible. First ball spawns with distance of 1 meter and if you goal it you will go on next greater distance. Distance step depends on goal and its bonuses. If you miss the distance is shortened by 1 meter. Game overs if you reached 0 meters.

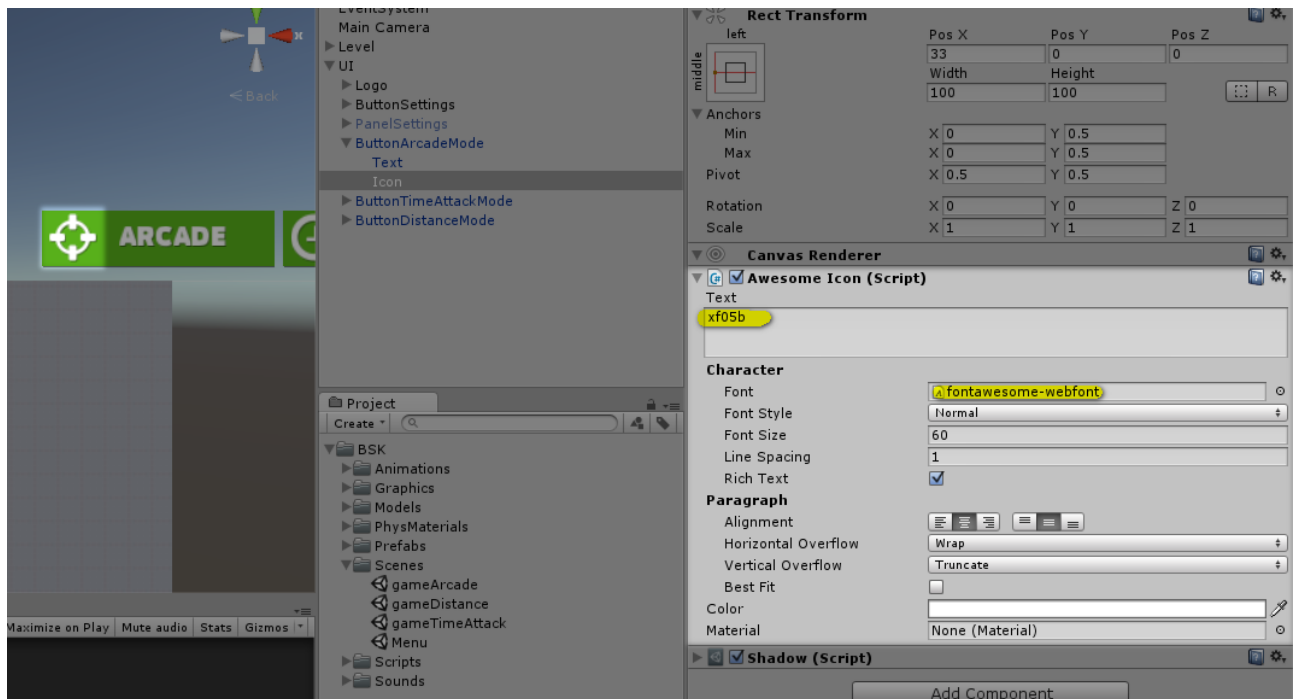
Bonuses

- **+1 meter** – simple goal.
- **+2 meters** – clear goal.
- **+2 meters** – floor bounced goal.
- **+2 meters** – high altitude goal.
- **+4 meters** – clear + any of two previous bonuses. *For example you goaled ball that touched floor and passed basket without touching the ring.*



Using Font Awesome icons

To use it you need to put *AwesomeIcon.cs* script on empty object in canvas, put "fontawesome-webfont" from *Graphics/fonts* as font and fill "Text" field with icon code like *xf****



All icon code you can find in pdf file [graphics/fonts/FontAwesomeCheatsheet.pdf](#)

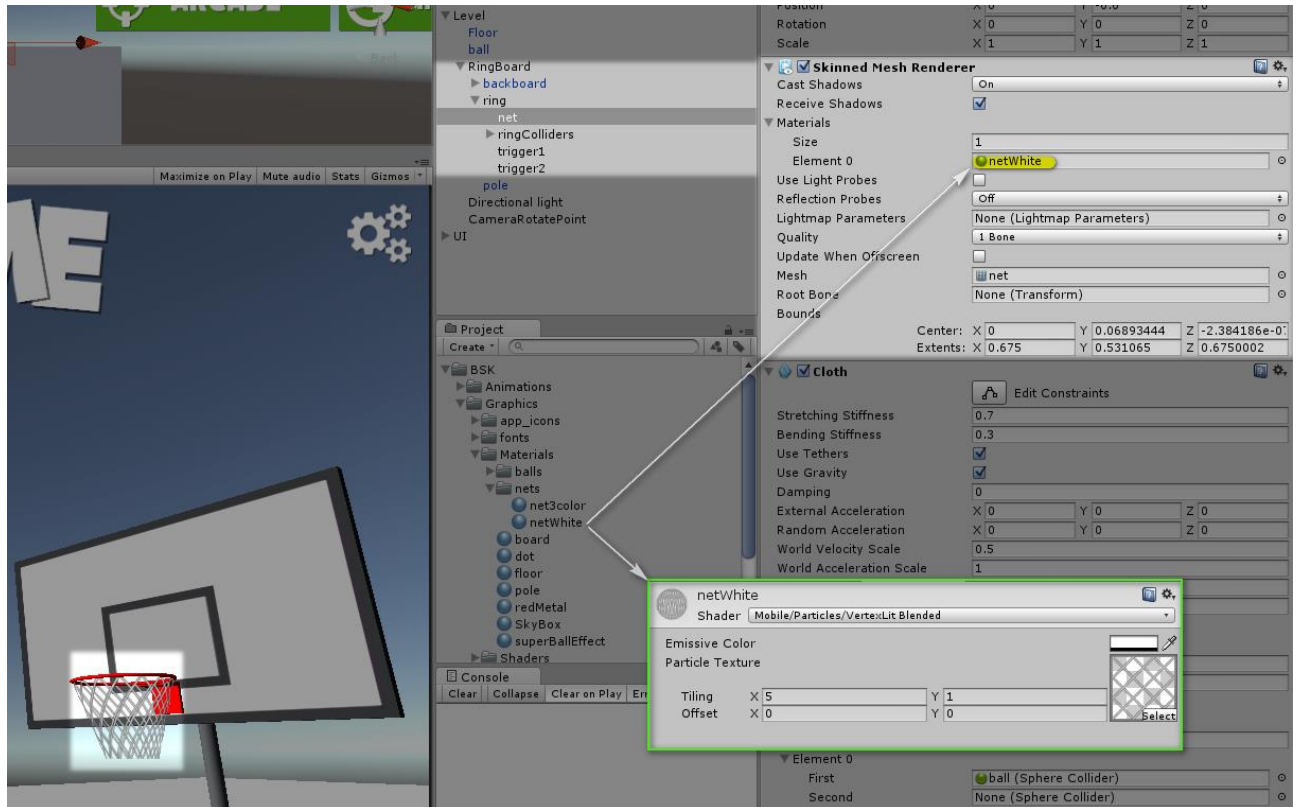
or here <http://fontawesome.github.io/Font-Awesome/cheatsheet/>

fa-compass [<i>&#xf14e;</i>]		fa-compress [<i>&#xf066;</i>]
fa-connectdevelop [<i>&#xf20e;</i>]	4.3	fa-contao [<i>&#xf26d;</i>]
fa-copy (alias) [<i>&#xf0c5;</i>]		fa-copyright [<i>&#xf1f9;</i>]
fa-creative-commons [<i>&#xf25e;</i>]	4.4	fa-credit-card [<i>&#xf09d;</i>]
fa-credit-card-alt [<i>&#xf283;</i>]	4.5	fa-crop [<i>&#xf125;</i>]
fa-crosshairs [<i>&#xf05b;</i>]		fa-css3 [<i>&#xf13c;</i>]
fa-cube [<i>&#xf1b2;</i>]	4.1	fa-cubes [<i>&#xf1b3;</i>]
fa-cut (alias) [<i>&#xf0c4;</i>]		fa-cutlery [<i>&#xf0f5;</i>]
fa-dashboard (alias) [<i>&#xf0e4;</i>]		fa-dashcube [<i>&#xf210;</i>]
fa-database [<i>&#xf1c0;</i>]	4.1	fa-dedent (alias) [<i>&#xf03b;</i>]

Tips & Tricks

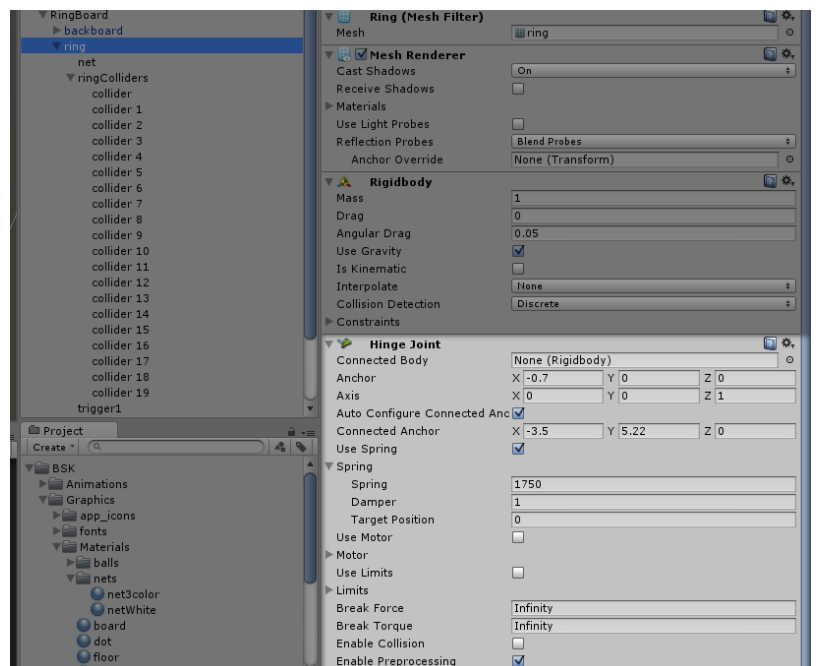
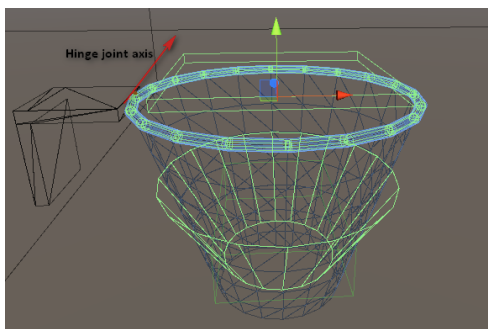
Custom net color

If you wish to have specific basket net color just edit `Graphics/Textures/netWhite.png` in graphic with graphic editor. This texture used in material that used in *Skinned Mesh Renderer*. Also all net physics behavior you can tweak on *Cloth* component on **net** object.



Basket ring behavior

For better ring physics with hinge joint feature ring collider was divided on few cylinder colliders. So when we touching this by a rigidbody it will be shaking. These parameters can be changed in Hinge Joint component on **ring** object.



Tips

- Use leader boards system to motivate users play more rather than beating personal records.
- Not suggesting enable shadows. You probably won't see them. Camera is located too far from objects to render shadows. If you will set camera near to objects it will cause many other problems.
- Create your own cool sheet! Just edit [Graphics/Textures/sheet.png](#)