

# 2D Basketball Maker Manual



- 1) Introduction
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## 1) Introduction

With this manual you'll learn the new features included in 2D Basket Ball Maker: Achievements and In-game item purchases (unlocking items)



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## 2) Installation

Follow the same steps that you used to install it last time:

*"To use 2DBM you only need to drag the prefab found in "2D\_Basketball\_Maker/\_Game" to an empty scene."*

***Remember that within the "2D\_Basketball\_Maker/\_Scenes" folder you have a test scene.***



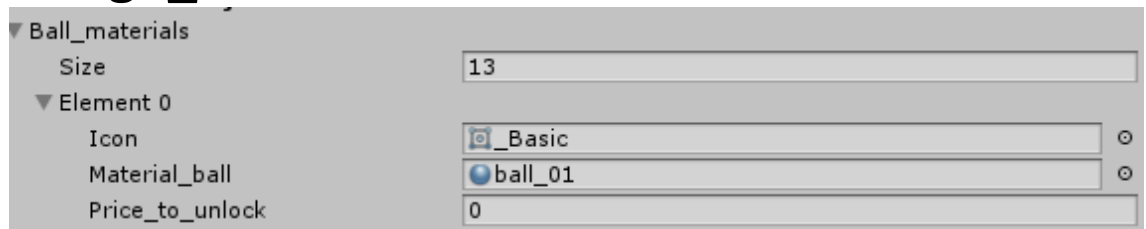
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### 3) Configuration

#### Unlockables and achievements

All the configuration scripts are located in the gameobject `_GameControl` (`_Game>_Gamecontrol`).  
Let's see them one by one:

#### **Design\_control:**



Now in “Ball\_materials” you can set a number for “Price\_to\_unlock”, which is the set amount of coins for that ball, if that value is 0, that ball will be unlocked from start.

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The screenshot shows the 'Level Style' configuration window. It is organized into several sections: 'Levels' with a 'Size' field set to 4; 'Element 0' containing 'Basic Level Info' (Image\_for\_select\_level: background, Stage\_name: The Street, Points\_to\_unlock: 0), 'Level Config' (Background: Background, Destroy\_ball\_on\_dunk: checked, Basket\_position\_x: 7, Basket\_position\_y: 3, Gravity: 9.81, Theme: Theme\_1), 'Prefabs' (Particles\_dunk: \_particles\_dunk, Particles\_miss: \_particles\_miss, Basket: \_basket\_01), 'Difficulty Levels' (a collapsed section), and 'Unlock level' (Price\_to\_unlock: 5000).

Section	Property	Value
Levels	Size	4
	▼ Element 0	
Basic Level Info	Image_for_select_level	background
	Stage_name	The Street
	Points_to_unlock	0
Level Config	Background	Background
	Destroy_ball_on_dunk	<input checked="" type="checkbox"/>
	Basket_position_x	7
	Basket_position_y	3
	Gravity	9.81
	Theme	Theme_1
	Prefabs	
Particles_dunk	_particles_dunk	
Particles_miss	_particles_miss	
Basket	_basket_01	
Difficulty Levels	Difficulty_levels	
Unlock level	Price_to_unlock	5000

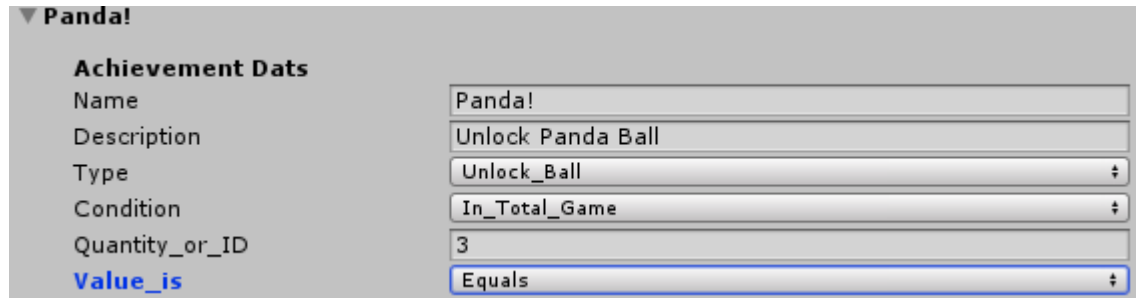
Also in "Levels" you can set a number for "Price\_to\_unlock", which is the set amount of coins for that ball, if that value is 0, that ball will be unlocked from start.



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### Achievements\_config:



The screenshot shows a configuration window for an achievement named 'Panda!'. It has a title bar with a dropdown arrow and the name 'Panda!'. Below the title bar is a section titled 'Achievement Dats' with several fields: 'Name' (Panda!), 'Description' (Unlock Panda Ball), 'Type' (Unlock\_Ball), 'Condition' (In\_Total\_Game), 'Quantity\_or\_ID' (3), and 'Value\_is' (Equals). The 'Value\_is' field is highlighted with a blue border.

▼ Panda!	
<b>Achievement Dats</b>	
Name	Panda!
Description	Unlock Panda Ball
Type	Unlock_Ball
Condition	In_Total_Game
Quantity_or_ID	3
Value_is	Equals

Here is where you create the achievements:

**Name:** Achievement name

**Description:** Achievement description.

**Type:** Choose the type of achievement.

- **Score:** Based on score.
- **Unlock\_Stage:** Unlocking stages.
- **Unlock\_Ball:** Unlocking balls.
- **Money:** Money acquired.
- **Baskets:** Successful shots.
- **Matches:** Based on matches played.

**Condition:** Here you must choose if the achievement is obtained in a single match or every matched played combined.

**Quantity\_or\_ID:** The number that the player must reach (number of successful shots, etc.) or if it's a ball / stage, you need to set it's corresponding "ID" (you can know an items ID on its array)

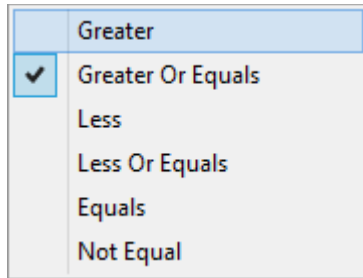


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**Value\_is:** Here you must choose how the achievement is gonna be unlocked:

- **Greater:** The value must be **greater than** the one asked in the achievement.
- **Greater Or Equals:** The value must be **greater or equal** than the one asked in the achievement.
- **Less:** The value must be **less than** the one asked in the achievement.
- **Less Or Equals:** The value must be **less or equal** than the one asked.
- **Equals:** The value is **the same** as the one asked in the achievement.
- **Not Equals:** The value is **not equal** as the one asked in the achievement.



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