2D Basketball Maker Manual

1) Introduction
2) Installation
3) Configuration

1) Introduction

Thanks for purchasing 2D Basketball Maker, your support helps us to improve this and other of our plug-ins.

With 2D BM you'll be able to easily make a 2D Basketball game, editing since the design and gravity of the ball, to even include objects during the match.
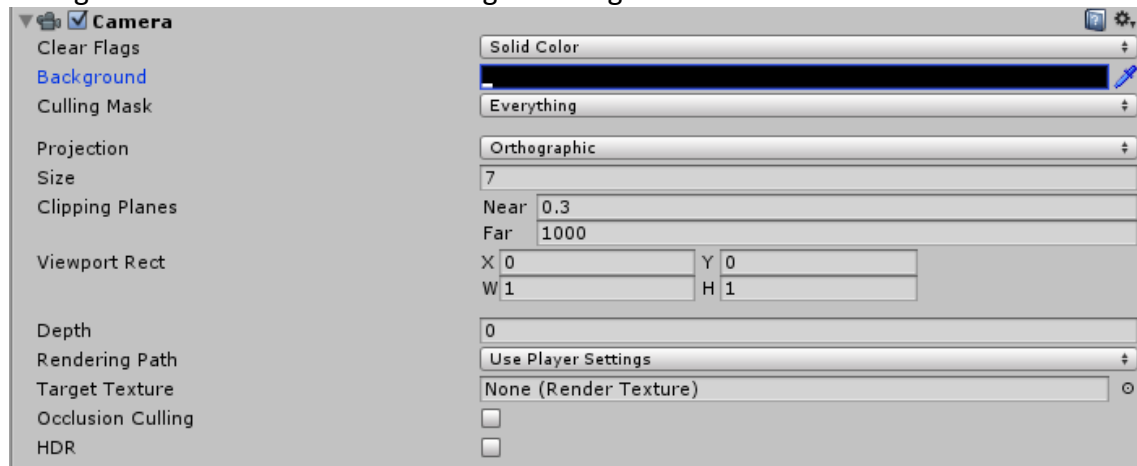
2) Installation

To use 2DBM you only need to drag the prefab found in "2D_Basketball_Maker/_Game" to a empty scene.

Configure the scene camera matching this image:

▼ 📷 ☑ **Camera**		🔲 ⚙,
Clear Flags	Solid Color	‡
Background		🖋
Culling Mask	Everything	‡
Projection	Orthographic	‡
Size	7	
Clipping Planes	Near 0.3	
	Far 1000	
Viewport Rect	X 0 Y 0	
	W 1 H 1	
Depth	0	
Rendering Path	Use Player Settings	‡
Target Texture	None (Render Texture)	⊙
Occlusion Culling	☐	
HDR	☐	

With this you can already press Play.

Remember that within the folder "2D_Basketball _Maker/_Scenes" you have a test scene with a playable demo.
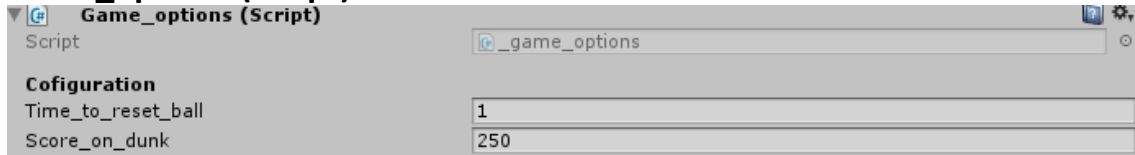
2D Basketball Maker Manual

3) Configuration

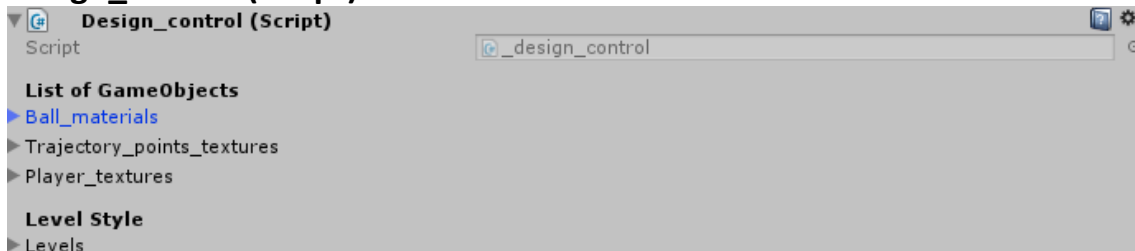In gameobject _Gamecontrol (_Game>_GameControl) are found the configuration scripts. Let's explain what they do:

Game_options (Script):

▼ ⓒ	**Game_options (Script)**	🔲 ⚙
Script	ⓒ _game_options	⊙
Cofiguration		
Time_to_reset_ball	1	
Score_on_dunk	250	

Time_to_reset_ball: Wait time (cooldown) in seconds to reset the ball upon finishing a shot.

Score_on_dunk: Score obtained upon scoring (sliding the ball through the basket)

Design_control (Script):

▼ ⓒ	**Design_control (Script)**	🔲 ⚙
Script	ⓒ _design_control	⊙
List of GameObjects		
▶ Ball_materials		
▶ Trajectory_points_textures		
▶ Player_textures		
Level Style		
▶ Levels		

Ball_materials: Sprites and sphere material's array, each array holds a design.

Trajectory_points_textures: Sprites array, each array holds a design.

Player_textures: Player's sprites array.

Levels: List that handles the levels and scenaries.

2D Basketball Maker Manual

Levels configuration:

Basic_Level_Info:
Image_for_select_level: Level select background image.
Stage_name: Level/Stage name.

Level_Config:
Background: Prefab that holds the level's background.
Destroy_ball_on_dunk: Destroy ball upon scoring .
Basket_position_x: Horizontal starting basket position.
Basket_position_y: Vertical starting basket position.
Gravity: Level gravity.
Theme: Level music.

Prefabs:
Particles_dunk: Particles prefab that instantiates upon scoring.
Particles_miss: Particles prefab that instantiates upon missing.
Basket: Basket level prefab.

Difficulty_levels: You can edit the difficulty levels and settings in this array.

2D Basketball Maker Manual

Difficulty_levels:

Player_always_left: Player will always be on the left of the basket.

Random_player_position: Player's position changes upon scoring.

Attempts: Number of attempts.

Random_basket_position: Basket position changes everytime you score.

Basket_animation_list: List of basket animations.

Obstacles: Level obstacles.

Obstacles > Prefab: Obstacle prefab.

Obstacles > Position_y: Vertical obstacle position.

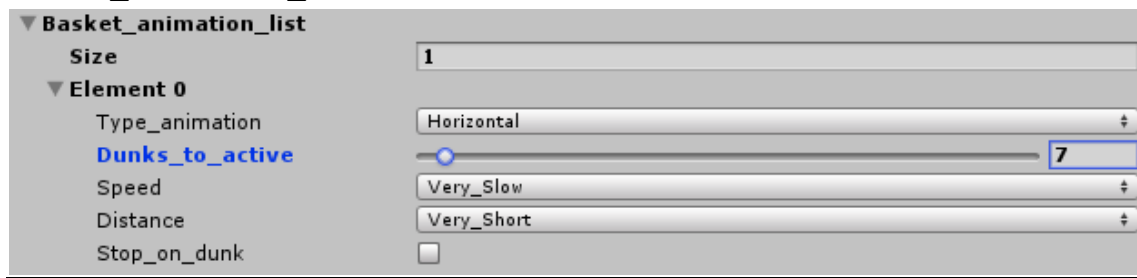**Obstacles > Position_x:** Horizontal obstacle position.

2D Basketball Maker Manual

Basket_animation_list:

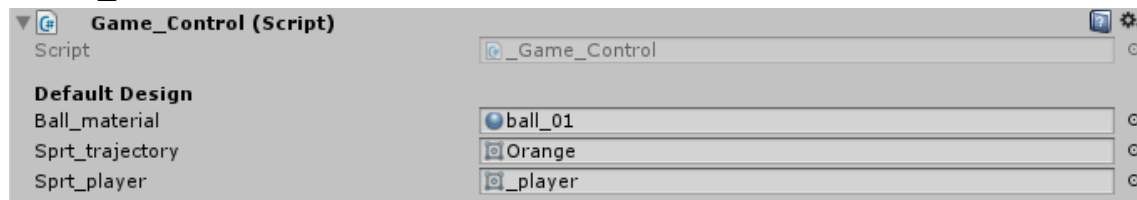**Type_animation:** Type of basket animation/movement, horizontal, vertical and moving in circles

Dunks_to_active: Number of times you've to score in order to activate the animation.

Speed: Animation speed.

Distance: Animation distance.

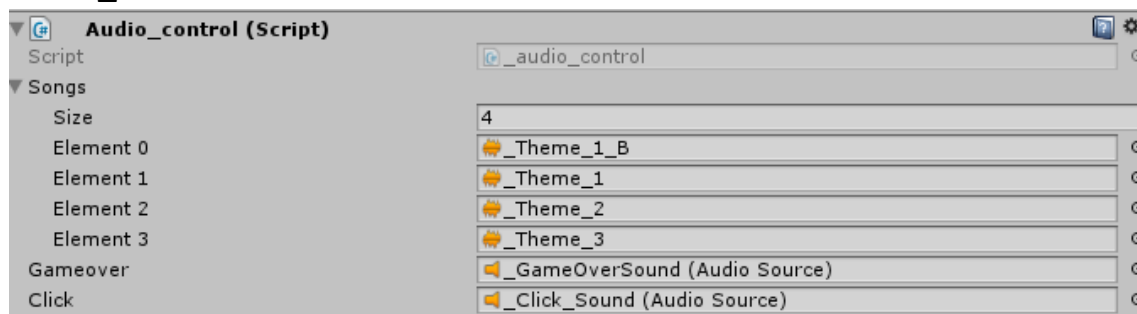**Stop_on_dunk:** Stop animation upon scoring.

Game_Control:

Default Design: Default game's design.

Ball_material: Ball material.

Sprt_trajectory: Path sprite.

Sprt_player: Player position sprite.

Audio_control:

Songs: Array with level songs, "0" is used for the selection screen, each number represents its level (Element 1, Level 1 and so on)

Gameover: "Game Over" Sound effect.

Click: The soundeffect that plays when selecting any element on the menu (Pause, etc)

2D Basketball Maker Manual