2D Basketball Maker Manual

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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)

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."

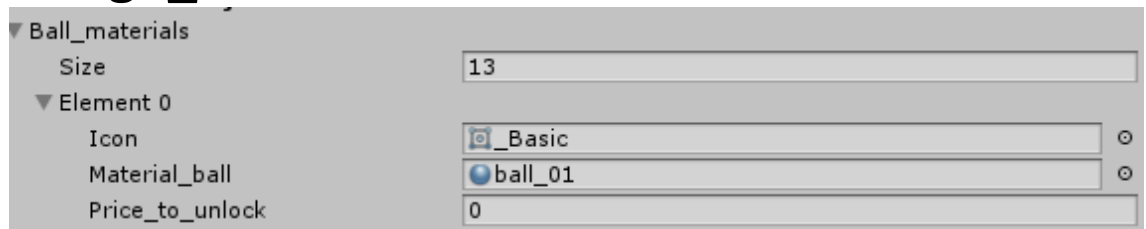**Remember that within the "2D_Basketball_Maker/_Scenes" folder you have a test scene.**

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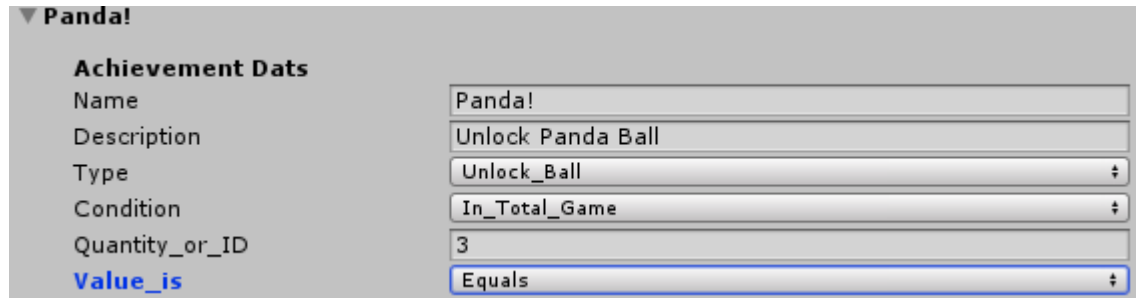
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Also in "*Levels*" you can set a number for "Price_to_unlock", which is the set amount of coins for that ball, if that value is 0, that ball will be unlocked from start.

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Achievements_config:

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 adquired.
- **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)
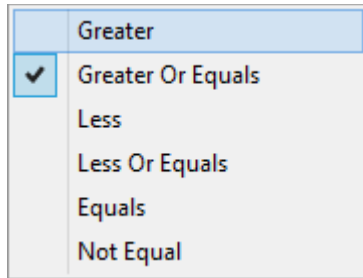

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Value_is: Here you must choose how the achievement is gonna be unlocked:

- **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.