BasketballQuest Documentation

Entry point:

Sample Scene : Assets/Ostryzhnyi/BasketballQuest/Scenes/SampleScene.unity

Gameplay:

Goal : controlling a basketball, you need to get it into the basket. The player controls the trajectory and force of the throw. And must score as many points as possible.

Trajectory Mechanics

You can use the **aiming and tensioning** system to choose the trajectory and force of the ball's flight.

Change Position

After each time the ball is thrown into the basket, the **character changes its position** randomly