Basketball Project

Tutorial

Overview

Welcome to the tutorial for the awesome Basketball Project software package. You will be able to create your own basketball game in Unity or use the game straight away as it is in the package. Much like our previous Soccer package, all the content in this Project is mainly targeted towards tablets and mobile devices. Of course, you could always also use this project for other platforms such as PC or Web.

1. Content

Being part of the Complete Project category in the Asset Store, this package includes everything needed to make a game out of it: source code, 3D models, animations, textures, etc. We would like to emphasise that this package is meant to serve as a starting point for users to modify, base on or build upon in order to create their own game.

1.1 Scripts

The main source code files are **InGameState.cs** and **Player.cs**. While the first one contains the flow control and state for the basic game, the latter offers access to everything related to players and AI.

1.2 Models

This directory contains the fully detailed basketball court, as well as the player model with all the animations. It is important to note that the Models/Copied Anims/ directory contains three animation with event triggers handled by code.

1.3 Textures and Materials

You guessed it, these directories included all the textures that are part of the package. Users tend to make changes to the materials by modifying the original textures and/or tuning the materials and their corresponding shaders.

1.4 Prefabs

You will find the prefabs provided very useful: both Player and Oponent have the game characters ready to be used. While Player relates to the team handled by the player, Oponent contains the functionality for the CPU-controlled team.
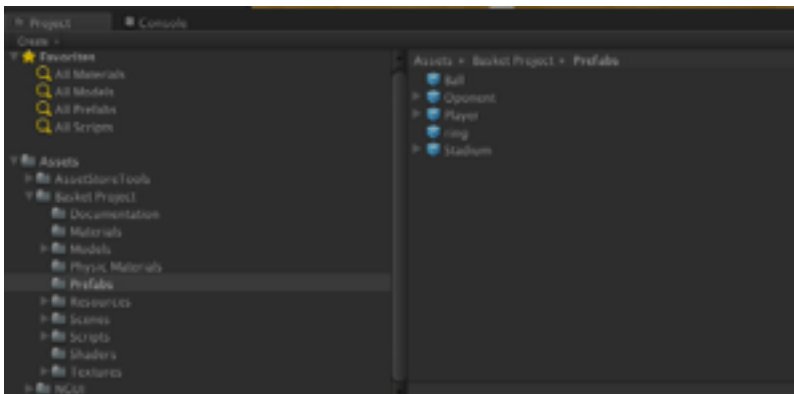
The Ball prefab has the basket ball. It can be modified, but be careful that its Rigidbody must retain its original weight and drag values: otherwise, the Sphere.cs script would need to revised and tweaked so that the game physics continue to work as expected.

1.5 Shaders

We have included a special shader (accompanied by a script), so that you can have a super cool mirror reflection on the court floor. Since this feature requires the Render-To-Texture functionality, you will need a Unity Pro license if you want to make use of this effect.

1.6 Scenes

We have included a single scene (Basket_Match) that contains everything that is required for the game. By having a look at the Hierarchy window you can easily follow the way the basic game works.

2. Triggers and Positions

If you use your own Basketball court, it is important that you adjust the triggers you will find in the Scene sample. These triggers will allow you to find out when different events are taking place – e.g. throwing-in and areas near the basket to make a different shoot . They are very easy to tweak!

3. Physics

During the game, the ball is sometimes handled by the Physics Engine and some others it is driven by Animations. Please, be careful when modifying this part of the source code because in the package everything is already finely tweaked to keep the ball physics as realistic as possible.

4. GUI

This game uses Unity's default GUI. For your own convenience, try using you favourite UI library – ours is NGUI – to give your own look to the graphics interface of this game. Also, please note that soon there will be a Unity update which includes an awesome and powerful new GUI system.

5. D-Pad controls

The project is totally ready to use a D-Pad, including a direction controller, pass and a shoot button. You do not need to program anything else: just decide whether to enable it or not.

6. Art

Without a doubt, one of the Basketball Project's strongest points is its art assets: when you acquire this package you will instantly be able to use a wide variety of animations, as well as a very polished, low-poly player mesh. Don't hesitate to ask us if you need the original models and animations.

7. Unity Pro

Our project is completely functional with the basic Unity license, although a Pro license will allow you to use the mirror reflection shader for the basketball court, as well as the many other advantages offered by the Pro license.

8. Taking on a commitment

Base on your feedback, we will periodically release updates – like we did with our previous Soccer project, where users offered their suggestions and ideas on potential improvements and add-ons.

You are just a few steps away from creating a Basketball game for your platform/s of choice; you already have the tools and the assets – what are you waiting for?