Claw Machine Pro

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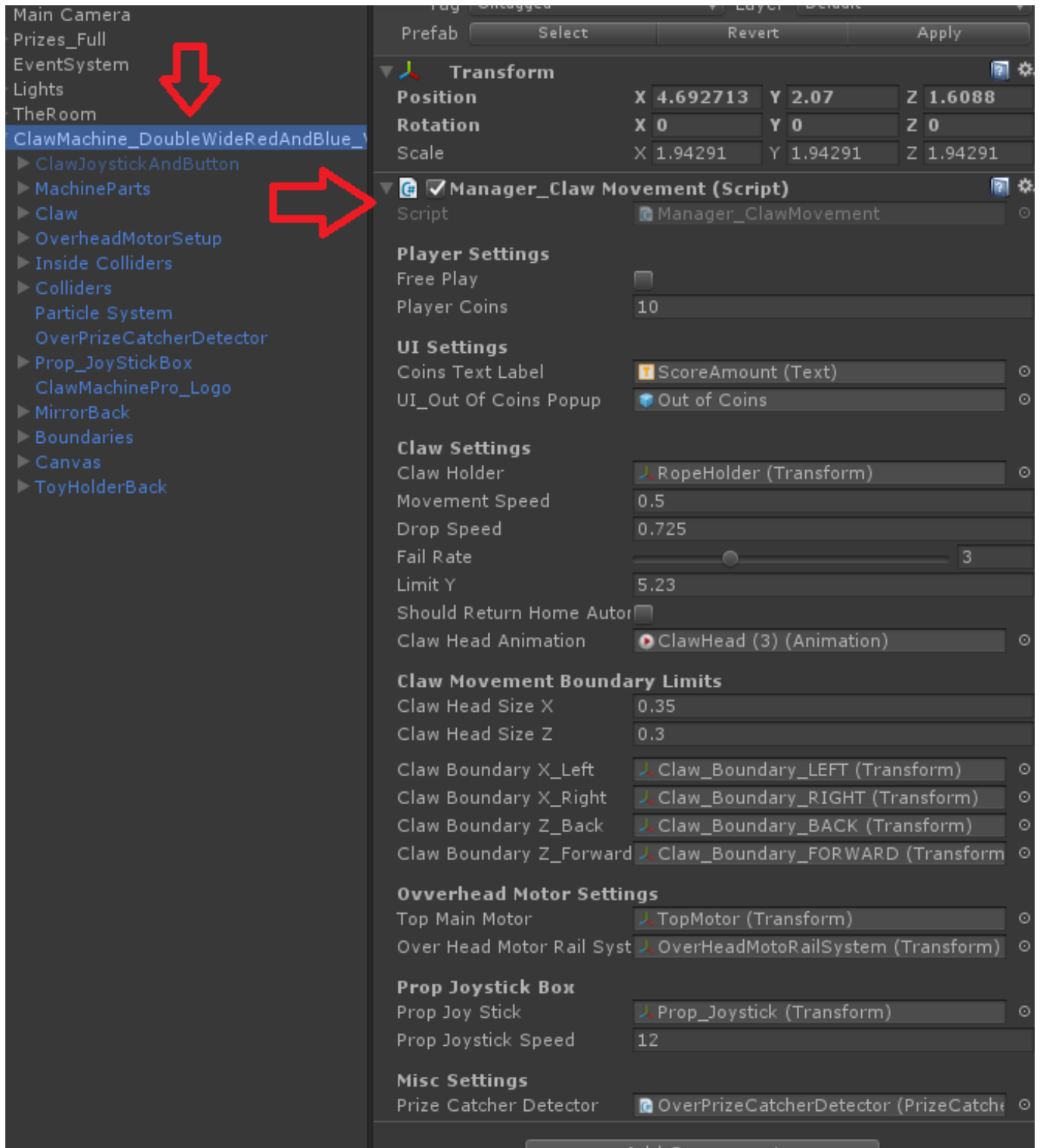
Thank you for purchasing Claw Machine Pro.

-Alan

The Claw Machine Manager

Manager_ClawMachine Object

Tag [Untagged] Layer [Default]

| Prefab | Select | Revert | Apply |

Transform

Position | X 4.692713 | Y 2.07 | Z 1.6088
Rotation | X 0 | Y 0 | Z 0
Scale | X 1.94291 | Y 1.94291 | Z 1.94291

✔ Manager_Claw Movement (Script)

Script | Manager_ClawMovement

Player Settings
Free Play | ☐
Player Coins | 10

UI Settings
Coins Text Label | ScoreAmount (Text)
UI_Out Of Coins Popup | Out of Coins

Claw Settings
Claw Holder | RopeHolder (Transform)
Movement Speed | 0.5
Drop Speed | 0.725
Fail Rate | ———————— 3
Limit Y | 5.23
Should Return Home Autor ☐
Claw Head Animation | ClawHead (3) (Animation)

Claw Movement Boundary Limits
Claw Head Size X | 0.35
Claw Head Size Z | 0.3

Claw Boundary X_Left | Claw_Boundary_LEFT (Transform)
Claw Boundary X_Right | Claw_Boundary_RIGHT (Transform)
Claw Boundary Z_Back | Claw_Boundary_BACK (Transform)
Claw Boundary Z_Forward | Claw_Boundary_FORWARD (Transform

Ovverhead Motor Settings
Top Main Motor | TopMotor (Transform)
Over Head Motor Rail Syst | OverHeadMotoRailSystem (Transform)

Prop Joystick Box
Prop Joy Stick | Prop_Joystick (Transform)
Prop Joystick Speed | 12

Misc Settings
Prize Catcher Detector | OverPrizeCatcherDetector (PrizeCatche

The hierarchy panel shows:
- Main Camera
- Prizes_Full
- EventSystem
- Lights
- TheRoom
- ClawMachine_DoubleWideRedAndBlue_
  - ▶ ClawJoystickAndButton
  - ▶ MachineParts
  - ▶ Claw
  - ▶ OverheadMotorSetup
  - ▶ Inside Colliders
  - ▶ Colliders
  - Particle System
  - OverPrizeCatcherDetector
  - ▶ Prop_JoyStickBox
  - ClawMachinePro_Logo
  - ▶ MirrorBack
  - ▶ Boundaries
  - ▶ Canvas
  - ▶ ToyHolderBack

The script **Manager_ClawMachine** is where you will find configuration options to customize the behavior of the game. It will be found on the **root** parent of each **Claw Machine** prefab.

Player Settings

Free Play: If enabled, coins will not be used to play. Coins will still be collected though.

Player Coins: The current amount of coins the player has.

UI Settings

Coins Text Label: The label for displaying the amount of coins the user has.

UI_Out of Coins Popup: The UI that shows when Player Coins is equal to 0.

Claw Settings

Claw Holder: The object that the claw, plus line, is attached to that is moved with the user input.

Movement Speed: The speed at which we move the Claw Holder.

Drop Speed: The speed at which the claw drops.

Fail Rate: The rate of failure. Failure is defined as when the claw does not fully close.

Limit Y: The drop limit on the Y axis. This is where the claw stops, and will then go back up to the drop from position.

Should Return Home Automatically: If enabled, when the claw drops and comes back up, it will return back to the home position. The home position is where the claw starts when loaded. This is, by default, over the prize catcher.

Claw Head Animation: The animation component of the claw head.

Claw Movement Boundary Limits

Claw Head Size X: The "buffer" size of how **wide, X axis,** the claw head is. This is used to map from the center of the claw head to meet the boundary edges.

Claw Head Size Z: The "buffer" size of how **deep, Z axis,** the claw head is. This is used to map from the center of the claw head to meet the boundary edges.

Boundary X_Left: The limit on the LEFT, on the X axis, of where the claw will stop moving.

Boundary X_Right: The limit on the RIGHT, on the X axis, of where the claw will stop moving.

Boundary Z_Back: The limit towards the BACK, on the Z axis, of where the claw will stop moving.

Boundary Z_Forward: The limit towards the FRONT, on the Z axis, of where the claw will stop moving.

Overhead Motor Settings

Top Main Motor: The main box where the claw "attaches" to. This is the box above the claw that moves left / right (X axis).

Over Head Motor Rail System: This is the rail system that the top main motor is attached to. This moves the Z axis.

Prop Joystick Box

Prop Joy Stick: This is the root object that is the display Joystick on the front of the claw machine cabinet. We use this so we can mirror the movement of the joystick to the direction the player is moving the claw head.

Prop Joy Stick Speed: The speed at which we move the prop joystick compared to the actual movement of the player and claw itself.

Claw Machine Objects

PrizeCatcher Object

The Prize Catcher object, nested under **ClawMachine -> MachineParts** is the object responsible for catching and scoring any dropped objects.

Coin Explosion: The particle effect to play when an item is dropped.

Manager Claw Machine: The reference to the main Claw Machine object.

Wall Sensor Object

The Wall Sensor object detects walls around the prize catcher bin. If it detects a wall, it will prevent the claw from touching it.

Manager Claw Movement: The reference to the main Claw Machine.

Boundaries – Left, Right, Front, Back - Walls

These are a set of **Transforms** that tell the **Claw Machine** where movement will stop. This is what determines how **far** the claw will move (from player input) before stopping.

Hierarchy

- TheRoom
- ClawMachine_DoubleWideRedAndBlue_
  - ClawJoystickAndButton
  - MachineParts
  - Claw
  - OverheadMotorSetup
  - Inside Colliders
  - Colliders
  - Particle System
  - OverPrizeCatcherDetector
  - Prop_JoyStickBox
  - ClawMachinePro_Logo
  - MirrorBack
  - Boundaries
    - Claw_Boundary_RIGHT
    - Claw_Boundary_LEFT
    - Claw_Boundary_FORWARD
    - Claw_Boundary_BACK
  - Canvas
  - ToyHolderBack

Inspector

Rotation	X 0	Y 0	Z 0
Scale	X 1.94291	Y 1.94291	Z 1.94291

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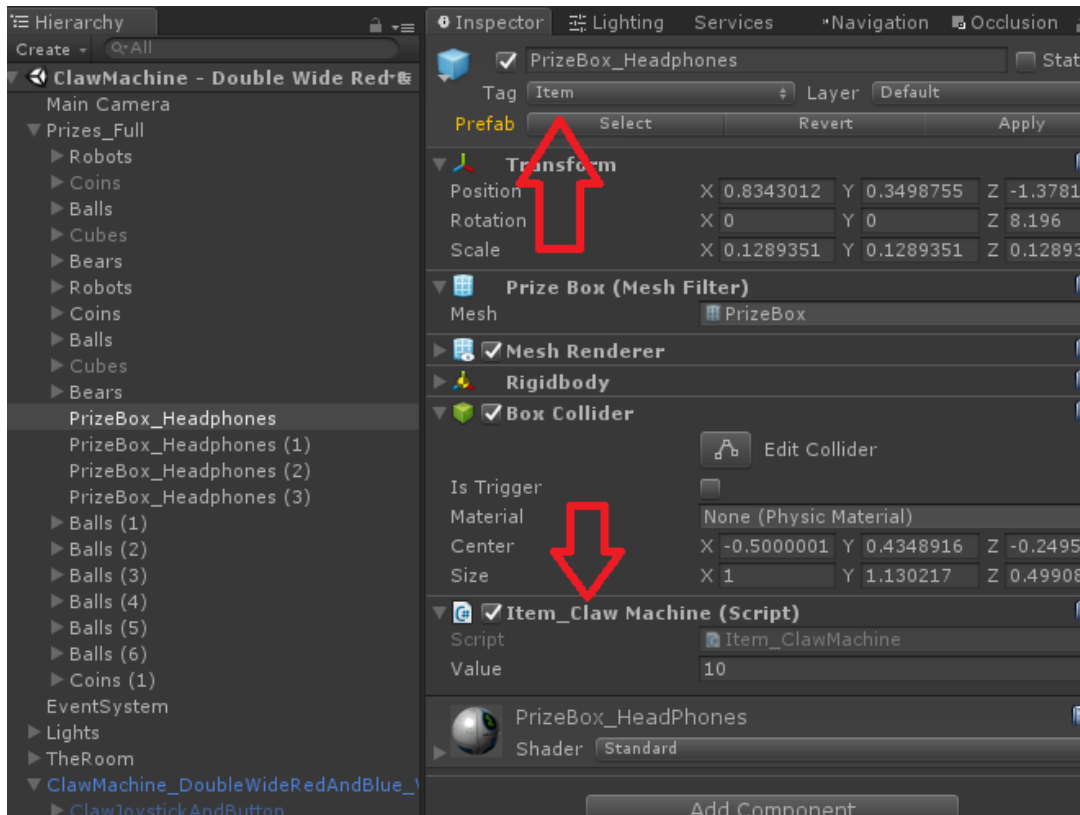| Prop Joy Stick	Prop_Joystick (Transform)
Prop Joystick Speed	12

Over Prize Catcher Detector

This **Box Collider** will report back **TRUE or FALSE** if it is colliding with the **claw**.

If it is **TRUE** the claw will **NOT** drop down but rather open the claw head to release a prize since that means the claw is above the prize catcher.

Item Claw Machine (Prizes)

This script is how we keep track of prizes for the claw machine.

Each item/prize needs:

- The script **Item_Claw_Machine** added to it.
    - You can assign point values
- The Tag: **Item** needs to be assigned
- Collider
- Rigidbody