Claw Machine

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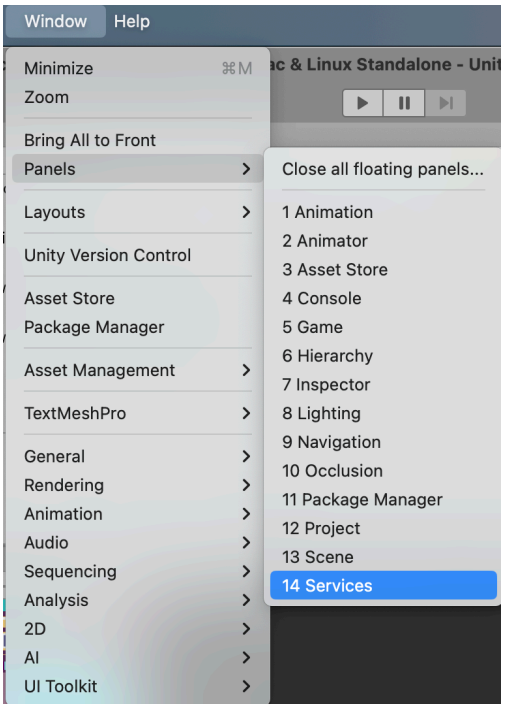
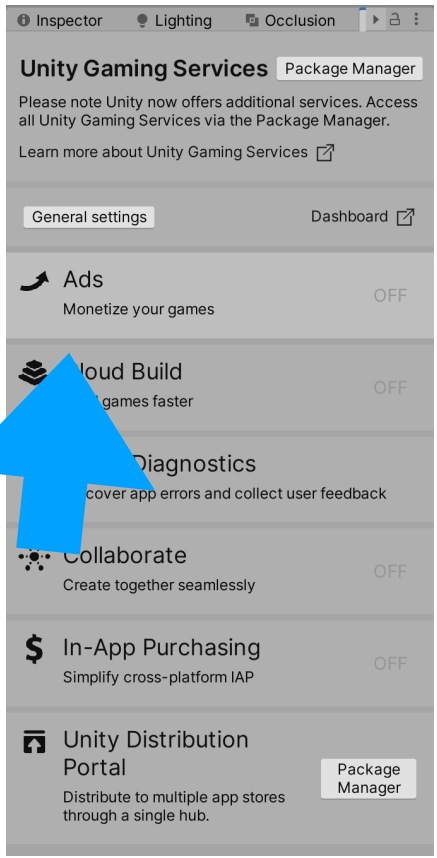
How to enable Ads

First, you'll want to install the Unity Ads package.



Navigate to the Services panel by going to **Window -> Panels -> Services.**

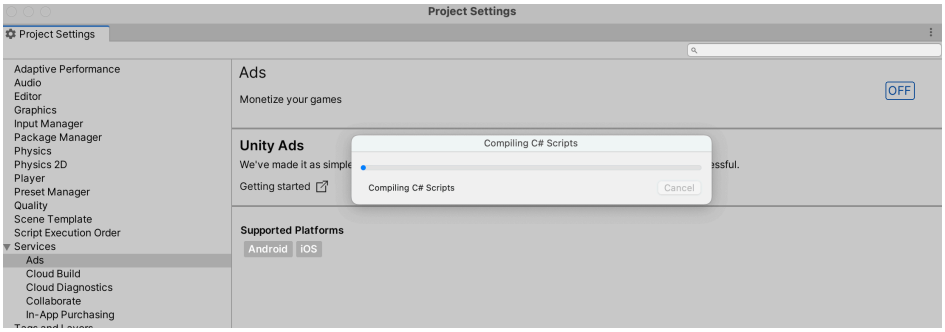
You should then see Ads. If you don't make sure you're signed into your Unity Account.



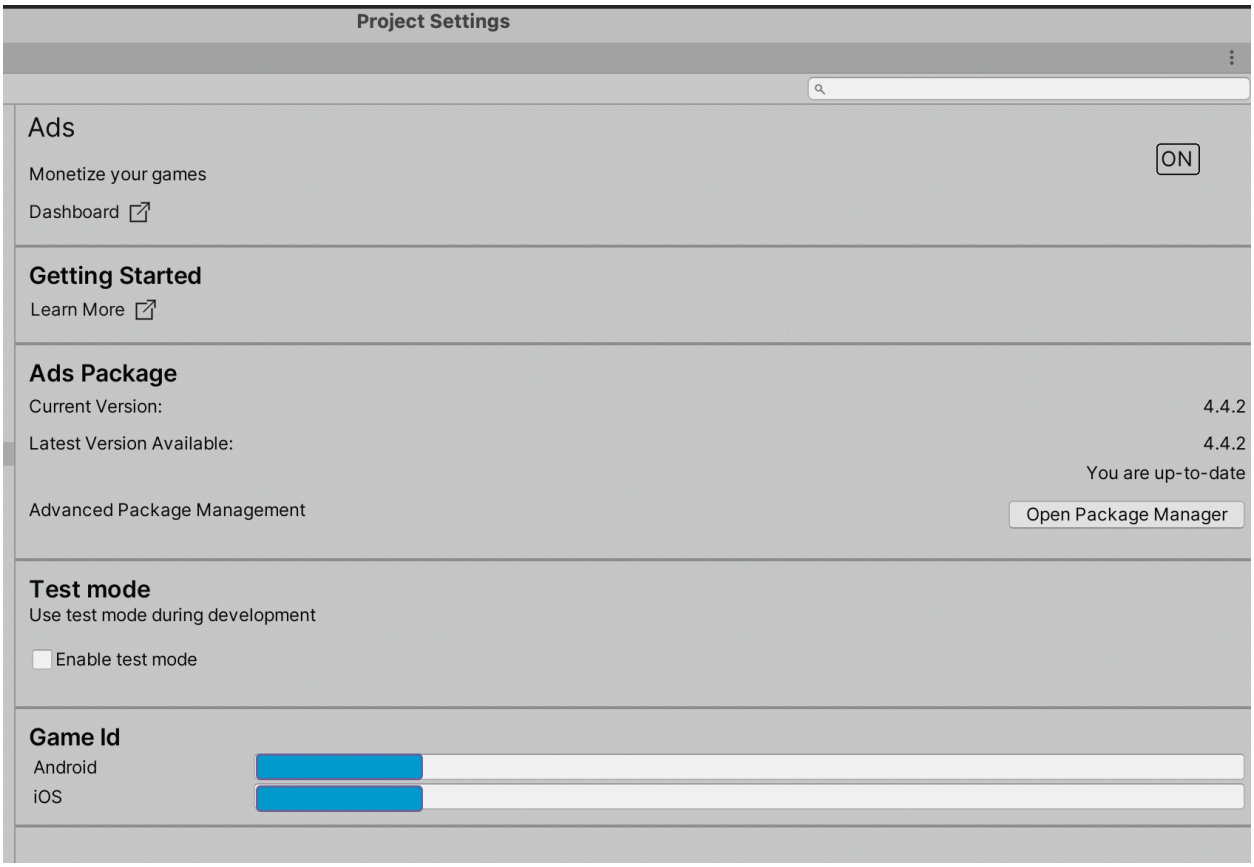
When this appears, click on "Ads" and then it will bring up this window

When this window appears, click on "Off" to turn On ads.

Unity will begin to import the Ads packages

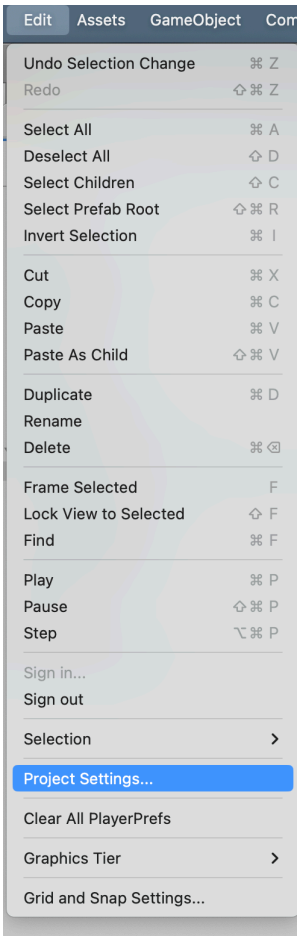


Once that is done compiling, you should see a window like this with your Ad settings

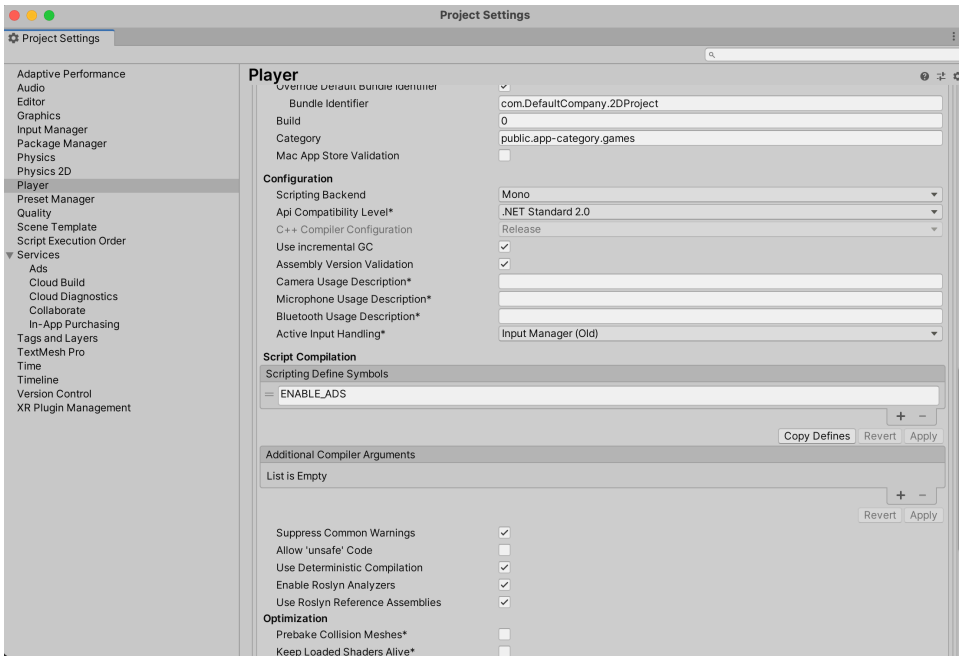


Your next step is to add a DEFINE to your Player Settings to tell Claw Machine you enabled your ads.

Navigate to **Edit -> Project Settings**



This will open up the Settings, navigate to **Player**



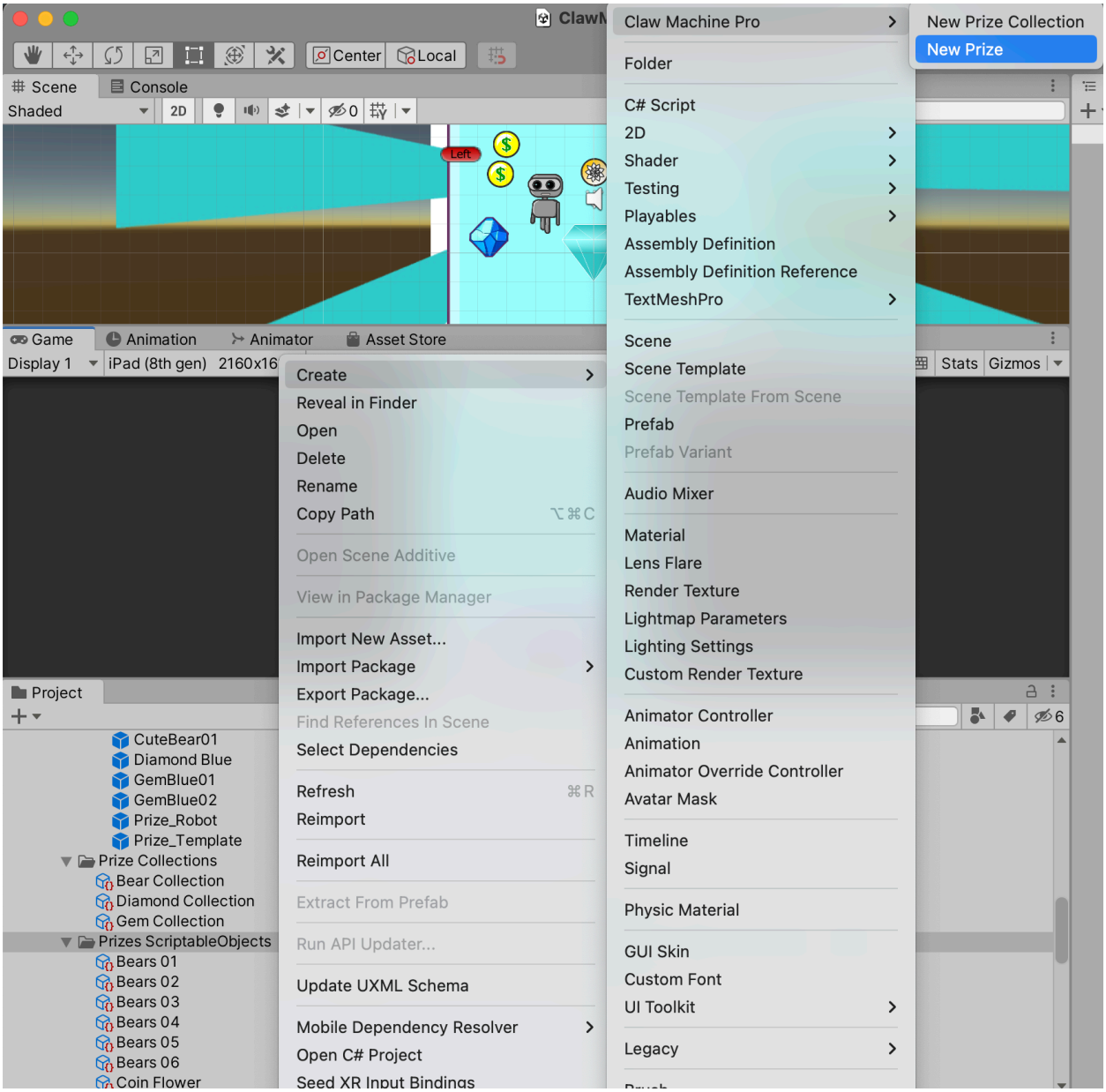
Once that is open, scroll down to **Scripting Define Symbols**. Click the **+** button and enter: **ENABLE_ADS**

After you enter that in, click **Apply**.

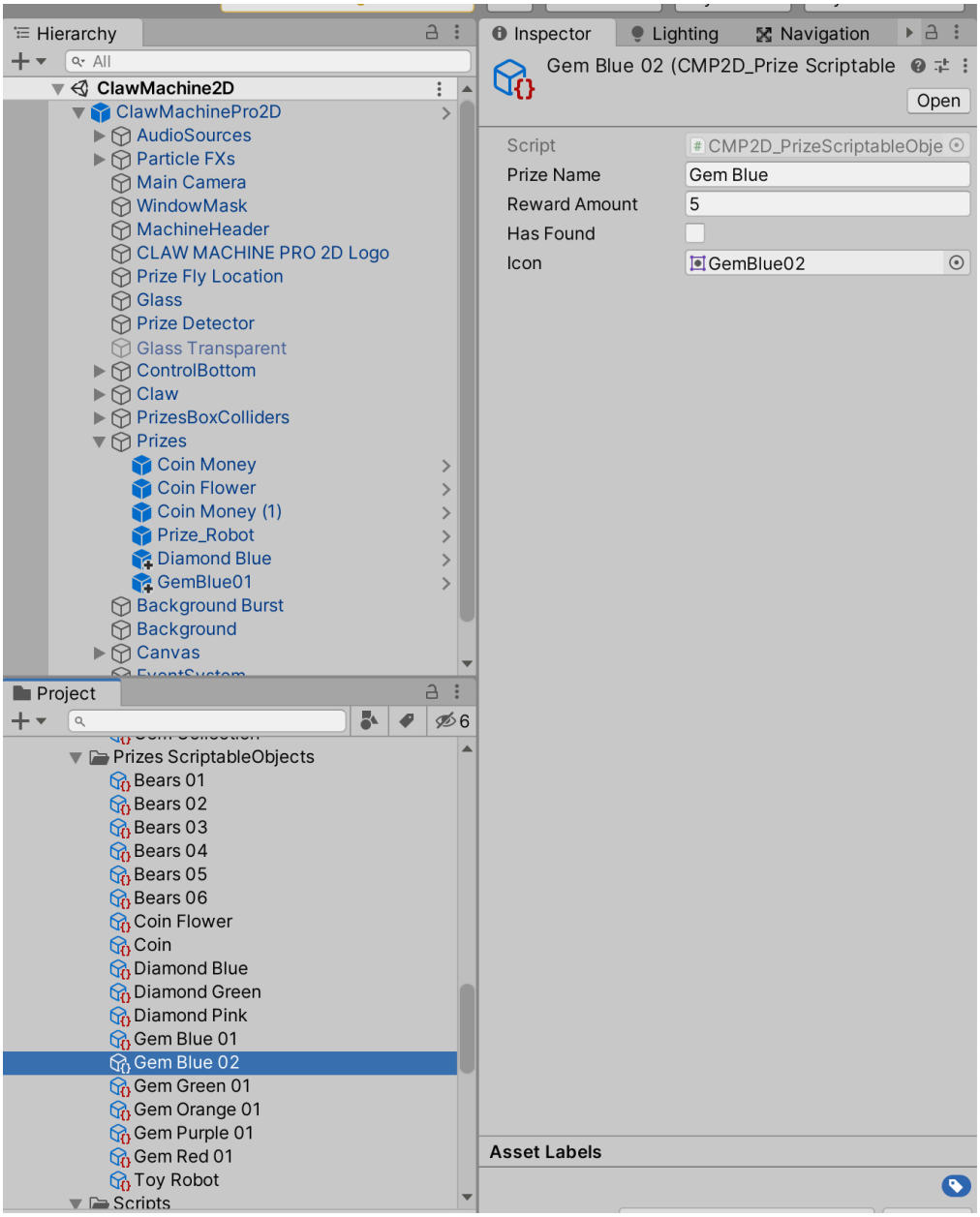
You are now all set to use Unity Ads in Claw Machine!

How to add a new prize

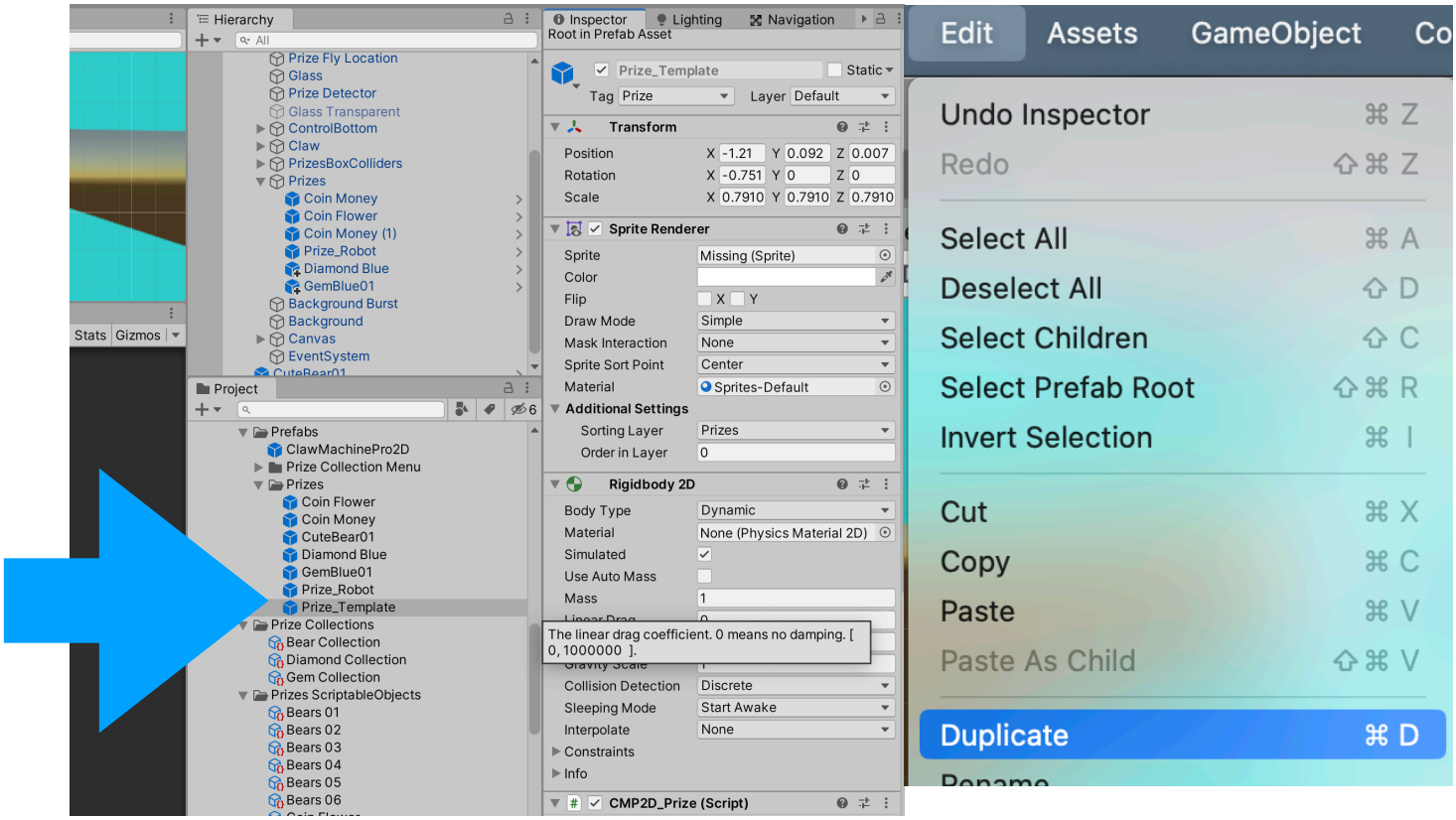
Find the folder “**Prizes ScriptableObjects**” and right click inside of it, go to **Create -> Claw Machine Pro -> New Prize**



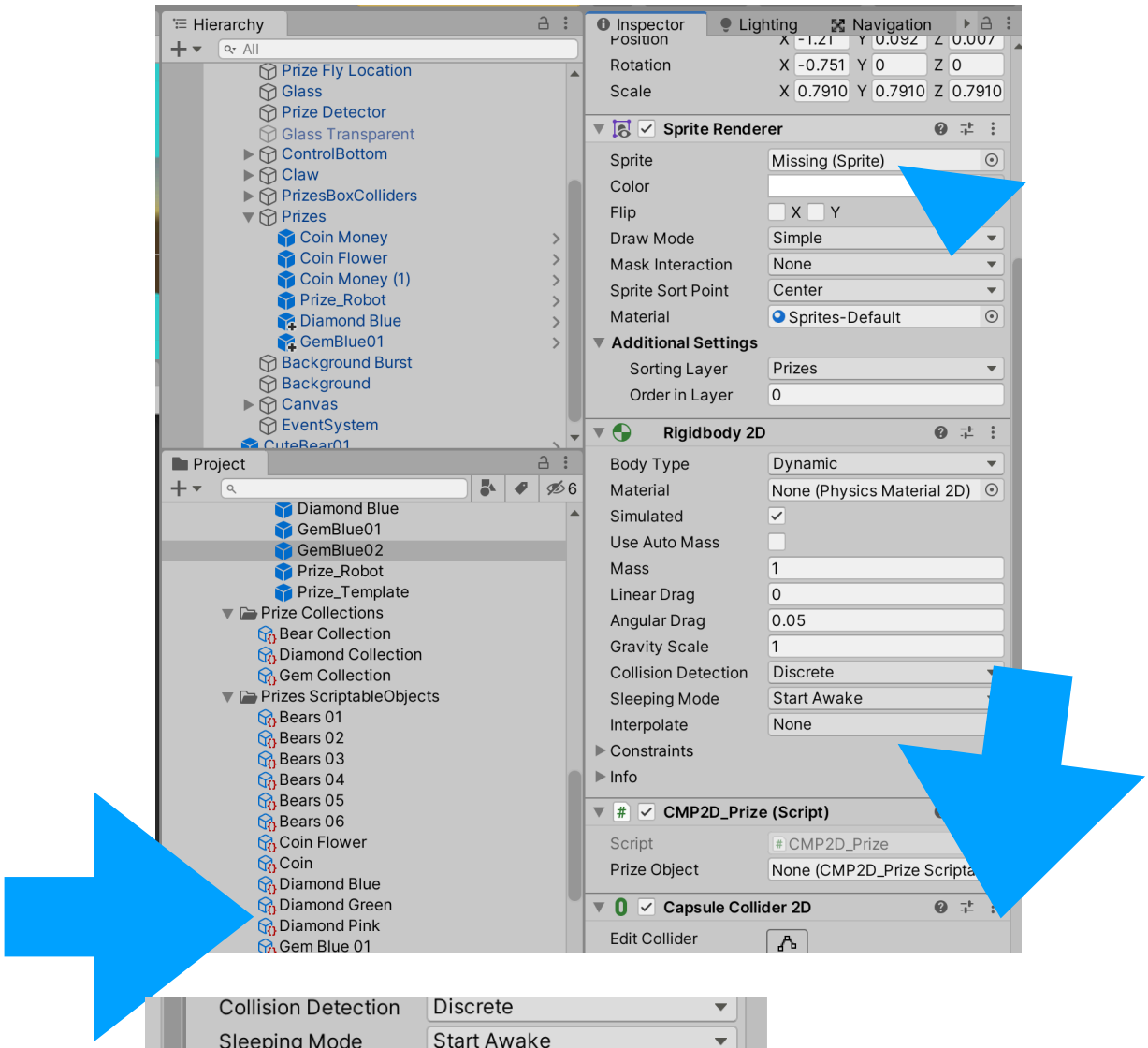
This creates a new Prize ScriptableObject. You can also duplicate an existing one, and update the values.

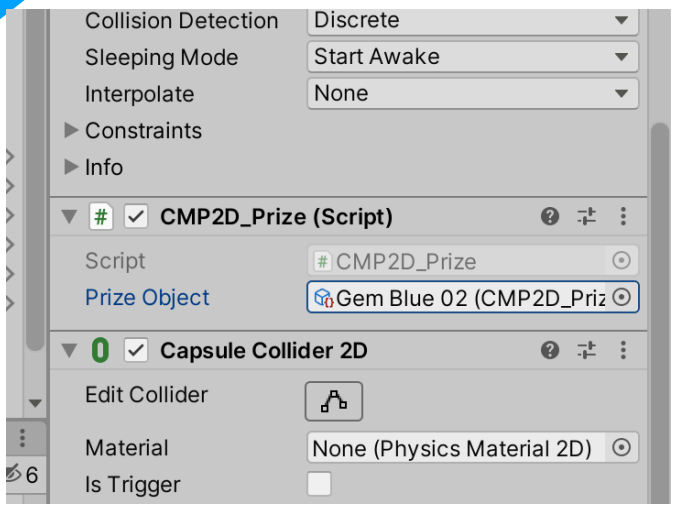


After you created your new ScriptableObject, you can now duplicate the Prize Prefab from the **Prize_Template**. This template holds all the required values to make your own prize the claw can pickup.



When you create a new Prize, you'll want to update the **Sprite**, **PrizeObject**, and add your **ScriptableObject (PrizeObject)**

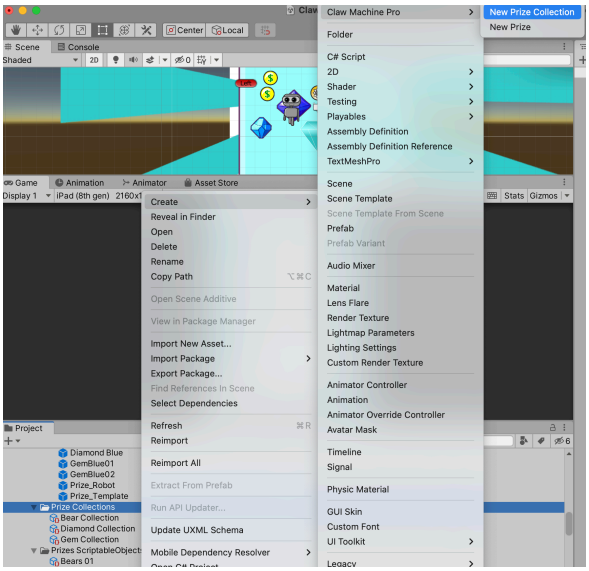




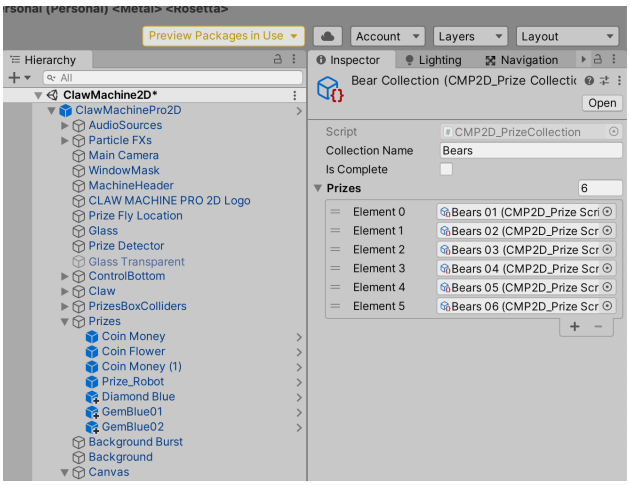
How to add a Prize Collection

A prize collection is a literal collection that holds any prizes you create. This is used to display on the collectable shelf but also used to help manage all the prizes.

Right click in the **Prize Collection** folder, **Create -> Claw Machine Pro -> New Prize Collection**

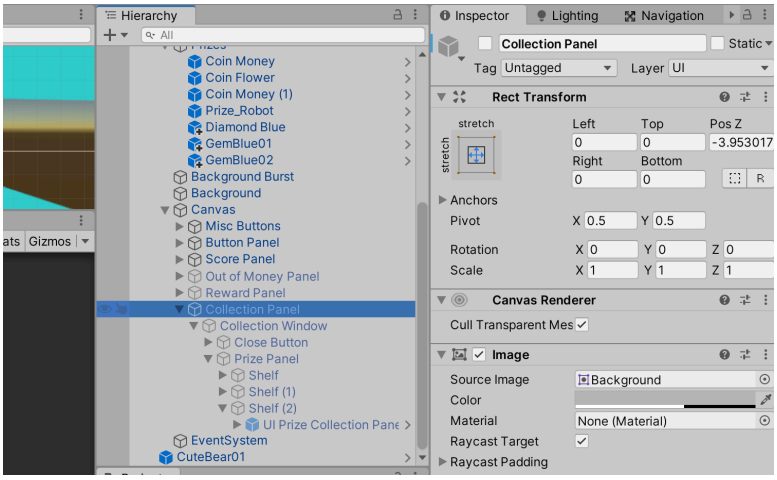


Here you can see the Collection Name and the Prize ScriptableObjects you can drag / drop in the new Collection.



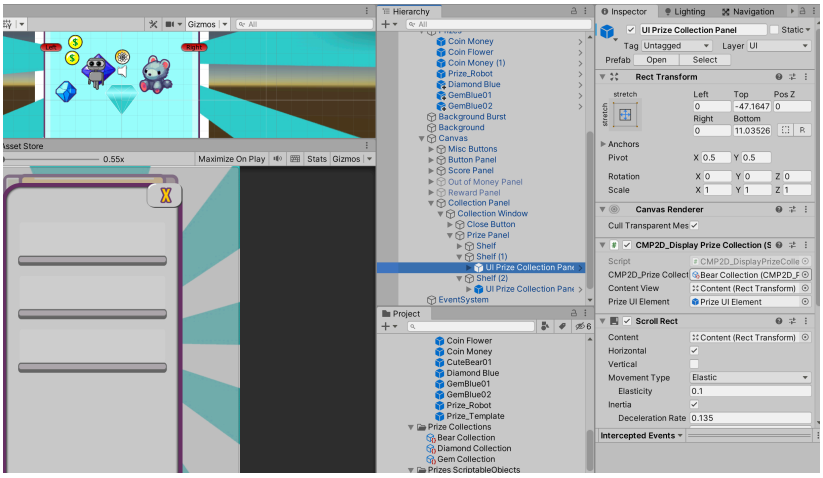
Now add the Collection Prize to the Shelf

To add a new Collection to the prize shelf, find the **Canvas** object. Within there, look for the Collection Panel.

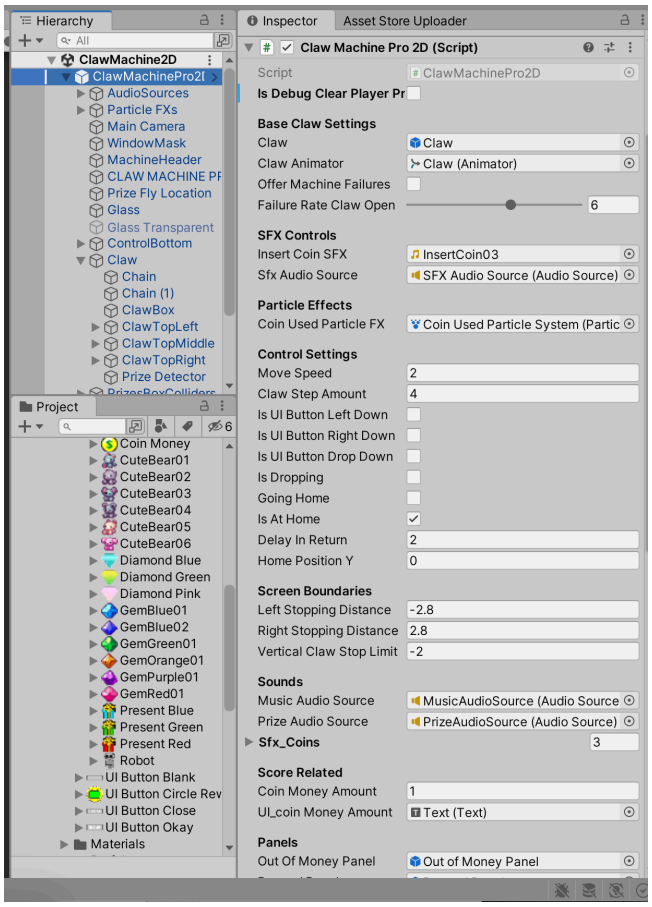


The UI Prize Collection Panel is a prefab you can find in the project, but you can also duplicate an existing one.

Adjust the position in the UI, and update the **Collection** used.



Claw Machine Settings



Is Debug Clear Player Prefs - If this is checked, each time the template loads, it will clear the PlayerPrefs.

Base Claw Settings - All of these settings control claw.
Claw - The actual claw object
Claw Animator - The animator that is on the Claw.
Offer Machine Failures - If enabled, the Claw Machine will fail and drop the prizes. This is based on the next variable, the slider *Failure Rate Claw Open*.
Failure Rate Claw Open - The percentage of how often it will fail, if the above check box (*OfferMachineFailures*) is enabled.

0 - Fail every time
5 - Fail half the time
10 - Never fail

SFX Controls
Insert Coin SFX - The sound that is played when a coin is used.
SFX Audio Source - The actual audio source used to play SFX.

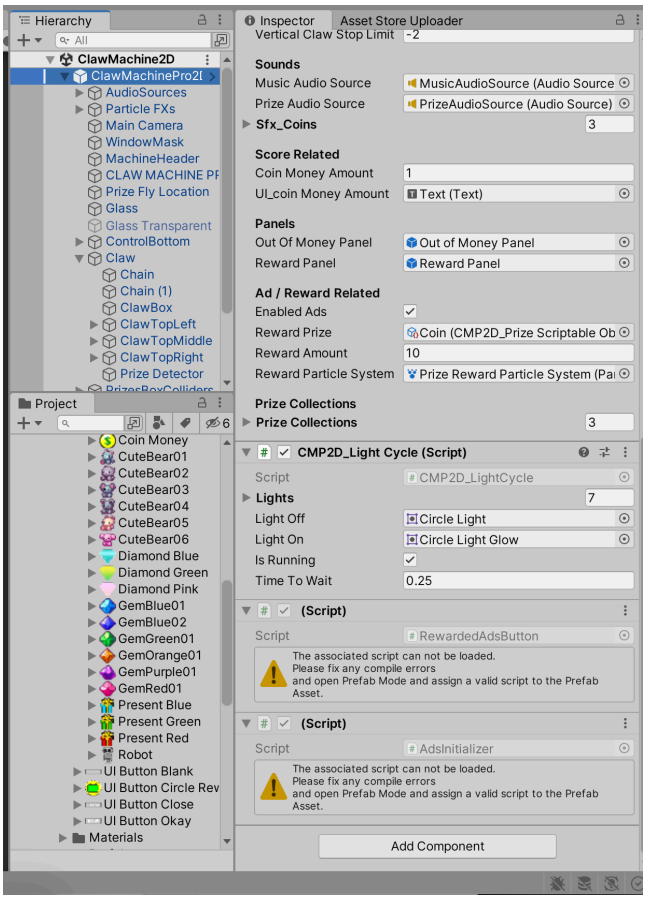
Particle Effects
Coin Used Particle SFX - The ParticleFX that is played when the coin is used.

Control Settings
MoveSpeed - How fast the claw moves
ClawStepAmount - How fast the claw drops

isUIButtonLeftDown/RD/DropDown - These are bools that track if the buttons are being touched.

isDropping - Is the claw dropping?
GoingHome - Is the claw going home?
IsAtHome - is the claw at the home position?
Delay in Return - How long to wait, after dropping, does it take to return back home?
Home Position Y - The home position of the claw

Screen Boundaries
These are the left, right and bottom distances the claw can move.



Sounds
The SFX used in the template

Score Related
Coin Money Amount - The amount of coins the player has.
UICoin Money Amount - This is the Text Label that shows the players coins

Panels
Out of Money Panel - The popup that displays when the user runs out of coins.
Reward Panel - The popup that displays when the user wins a prize.

Ad / Reward Related
Enabled Ads - If enabled, this will allow Unity Ads to work.
Reward Prize - What prize do they get for watching an ad?
Reward Amount - How much of the Reward Prize above do they receive for watching the ad?
Reward Particle System - This particle FX that plays when they watch the ad.

Prize Collections
These are all possible PrizeCollections that can be won, and saved in the collections panel.

CMP2D_Light_Cycle - This script cycles the lights on the claw machine.