

Obs 1: This package was made for a top-down space shooter style game. This is what i want to show in the "Demo Scene". In this scene, the planets are generated and move along the screen and are destroyed at the end. But of course you can use the planets whatever you want.

Obs 2: If you want, drag and drop the "Grey Moon Child" or the "Orange Moon Child" to the child of the planet of your choice, then the moon rotates around the planet.

Note 3: The Low Poly Planets Pack comes with four scripts. The "destroyByBoundary" is a simple script who takes care of destroying the planets when they reach the end of the screen. The "gameController" script has a StartCoroutine function that takes care of spawning the planets. The "move" script is a simple script that determines the speed of the planets. And finally the "randomRotator" script causes the planets to rotate around themselves using rigidbody. You can modify the speed of the planets, as well the rotation speed in the inspector.