

What it does?

The script helps you to create a tornado, the tornado will suck everything into its centre using Add.Force and if it is the object with tag "Player" you will be able to restart the whole scene. You can increase the range of the tornado as you like.

What you need?

You need to create an object, put a sphere collider on it and call it the Range of the Tornado. Set the sphere collider to Is Trigger, this will act as the effect range of the tornado. You will also need to make an object "Centre", this is to act as the centre of the tornado and move this to the centre of the tornado. You then have to make an object for the tornado itself. After you have to add the "tornado" script to the object that has the sphere collider. After that, you have to drag the centre object to the Tornado Centre under the Inspector window. Also, drag the Rotation script to the tornado object to make it rotate, this will make it look like the tornado is rotating. Also, add the PlayerDeath script to the centre object so when the player touches it, the scene will restart. You can adjust the Pullforce and the Refresh Rate.

What limitations do you have?

You have to have a rigidbody on the object that will be pulled in. The object has to have the tag "Player" to be pulled in. The tornado will kill the player instantly.