using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class GameManagerScript : MonoBehaviour

{

    public GameObject marsObject;

    public GameObject phobosObject;

    public GameObject deimosObject;

    // Start is called before the first frame update

    void Start()

    {

        marsObject.transform.position = new Vector3(0,0,0);

        Camera.main.transform.position = new Vector3(0,0,150);

        Camera.main.transform.LookAt(marsObject.transform);

    }

    // Update is called once per frame

    void Update()

    {

        marsObject.transform.Rotate(new Vector3(0,10\*Time.deltaTime,0));

     //rotate Phobos and Deimos objects around Mars a little on each frame (use e.g. phobos.transform.RotateAround)

        phobosObject.transform.RotateAround(marsObject.transform.position, Vector3.up, 10 \* Time.deltaTime);

        deimosObject.transform.RotateAround(marsObject.transform.position, Vector3.up, 10 \* Time.deltaTime);

        //rotate the camera around Mars when the user presses the left and right arrow keys (use e.g. Camera.main.transform.RotateAround)

        //and up and down to pan up and down

        if (Input.GetKey(KeyCode.LeftArrow))

        {

            Camera.main.transform.RotateAround(marsObject.transform.position, Vector3.up, 10 \* Time.deltaTime);

        }

        if (Input.GetKey(KeyCode.RightArrow))

        {

            Camera.main.transform.RotateAround(marsObject.transform.position, Vector3.down, 10 \* Time.deltaTime);

        }

        if (Input.GetKey(KeyCode.UpArrow))

        {

            Camera.main.transform.RotateAround(marsObject.transform.position, Vector3.right, 10 \* Time.deltaTime);

        }

        if (Input.GetKey(KeyCode.DownArrow))

        {

            Camera.main.transform.RotateAround(marsObject.transform.position, Vector3.left, 10 \* Time.deltaTime);

        }

    }

}