```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class AsteroidScript : MonoBehaviour
{
    public float AsteroidSpeed = 0.001f;
    private void Start()
    {
        Rigidbody asteroidRigidbody = GetComponent<Rigidbody>();
        asteroidRigidbody.AddForce(transform.forward * AsteroidSpeed);
        // or
        // asteroidRigidbody.velocity = asteroidRigidbody.transform.forward * 30f;

    }
    private void OnBecameInvisible()
    {
        // Start a delay before destroying the asteroid
        Invoke("DestroyAsteroid", 1f);
    }

    private void DestroyAsteroid()
    {
        // Destroy the asteroid
        Destroy(this.gameObject);
    }
}

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CollisionDetector : MonoBehaviour
{
    private void OnTriggerEnter(Collider other)
    {
        Debug.Log("Trigger entered: " + other.gameObject.name);
        if (other.gameObject.CompareTag("asteroid"))
        {
            Debug.Log("asteroid tag");
            Destroy(other.gameObject);
        }

    }
}

using System.Collections;
using System.Collections.Generic;
```

```
using System.Runtime.InteropServices;
using Unity.VisualScripting;
using UnityEngine;

public class GameScript : MonoBehaviour
{
    // Inspector settings (populated by dragging from the hierarchy)
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    public GameObject camera, mars;
    public GameObject phobos, deimos;
    public float deimosDistace = 50f;
    public float phobosDistace = 50f;

    public GameObject asteroid;
    // Use this for initialization
    void Start()
    {
        camera.transform.position = new Vector3(0f, 0f, -200f);
        camera.transform.LookAt(mars.transform);
        mars.GetComponent<Rigidbody>().AddTorque(new Vector3(0f, -40f, 0f));

        mars.transform.position = Vector3.zero;

        phobos.transform.position = new Vector3(0f, 0f, phobosDistace);
        deimos.transform.position = new Vector3(0f, 0f, deimosDistace);

        asteroid.transform.localScale = Vector3.one / 5;


    }
    // Update is called once per frame
    void Update()
    {
        if (Input.GetKey(KeyCode.Space))
        {
            CreateAsteroidField();


        }

        if( Random.Range(0f, 1f) > 0.995f)
        {
            CreateAsteroidField();
        }


        phobos.transform.RotateAround(mars.transform.position, Vector3.down, 300f *
Time.deltaTime);
```

```
        deimos.transform.RotateAround(mars.transform.position, Vector3.down, 200f *
Time.deltaTime);

        if (Input.GetKey(KeyCode.LeftArrow))
            camera.transform.RotateAround(Vector3.zero, camera.transform.up, 50f *
Time.deltaTime);
        else if (Input.GetKey(KeyCode.RightArrow))
            camera.transform.RotateAround(Vector3.zero, camera.transform.up, -50f *
Time.deltaTime);
        if (Input.GetKey(KeyCode.UpArrow))
            camera.transform.RotateAround(Vector3.zero, camera.transform.right, 50f *
Time.deltaTime);
        else if (Input.GetKey(KeyCode.DownArrow))
            camera.transform.RotateAround(Vector3.zero, camera.transform.right, -50f *
Time.deltaTime);


    }

    private void CreateAsteroidField()
    {
        Vector3 randomSpawnPosition = new Vector3(Random.Range(-50, 51),
Random.Range(-50, 51), -100);
        GameObject newAsteroid = Instantiate(asteroid, randomSpawnPosition,
Quaternion.identity);

    }



}
```