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| Asteroid Frequency  (Whilst on the app) | |
| Smallest Asteroid (More Jagged)  (Could possible damage things slightly once you have things on your planet) | 6-10 will spawn between a 10 second window frame |
| Slightly Bigger Asteroid (Blunt – but bigger)  (Since they are bigger than the smallest maybe not as sharp) | 6-10 will spawn between a 10 second window frame |
| Medium Asteroid (Standard shape as spoken about) | 6 will spawn between a 10-15 second window frame |
| Larger Asteroid (Standard shape as spoken about) | 4-5 will spawn between a 10 second window frame |
| Biggest Asteroid (Standard shape as spoken about) | Up to 5 will spawn between a 10 second window frame after the first one has been seen. One will spawn within 15 – 30 seconds window frame. |

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| Asteroid Frequency  (Whilst away from the app) | |
| Smallest Asteroid (More Jagged) | None |
| Slightly Bigger Asteroid (Blunt – but bigger) | None |
| Medium Asteroid (Standard shape as spoken about) | None |
| Larger Asteroid (Standard shape as spoken about) | 1 every 5 minutes away from the phone. After 20 minutes the cap is maxed out and will stop. However, when the player next plays there will be more frequent Asteroids of larger sizes for 2 minutes. |
| Biggest Asteroid (Standard shape as spoken about) | 1 every 5 minutes away from the phone. After 15 minutes the cap is maxed out and will stop. However, when the player next plays there will be more frequent Asteroids of larger sizes for 2 minutes. |

-Capped the Asteroids when AFK due to the screen size and physically being able to be broken or not.

-I am presuming that the only rocks that won’t be able to be flung away immediately are the largest ones, which need to be broken down before hand.