Better Gravity
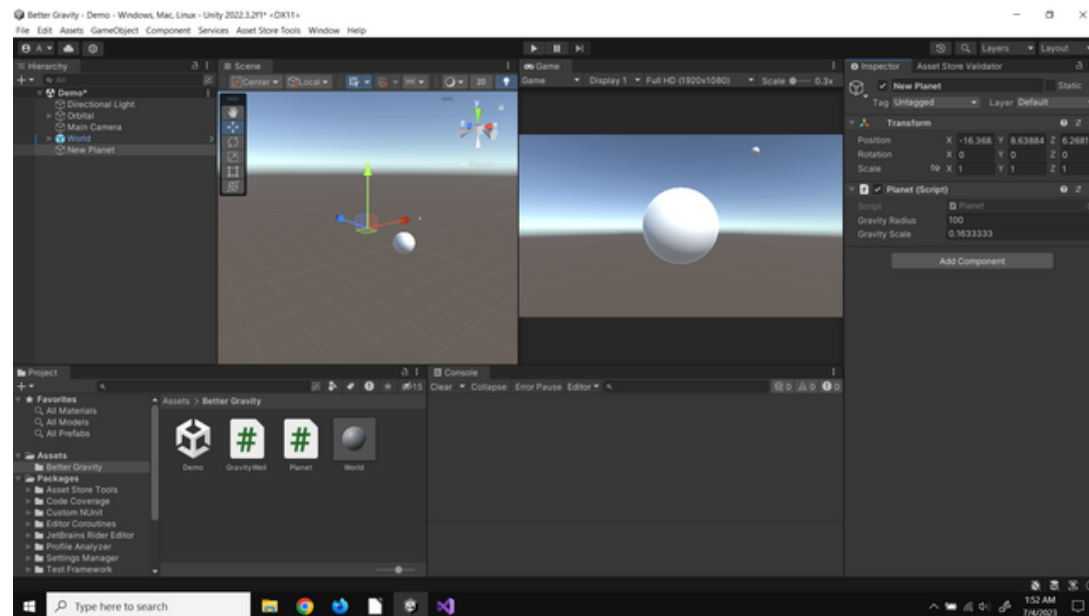
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Setup

You may either use the Planet prefab or create a new GameObject. If you choose to create a new GameObject, you will need to add the "Planet" script to GameObject. You will need to set the Gravity Radius and Gravity Scale variables.

Here the radius is set to 100, and the scale is set to 1/60th the acceleration (~9.8 m/s/s) of Earth's gravity. If you wish, you may give this GameObject both a renderer, and a collider.
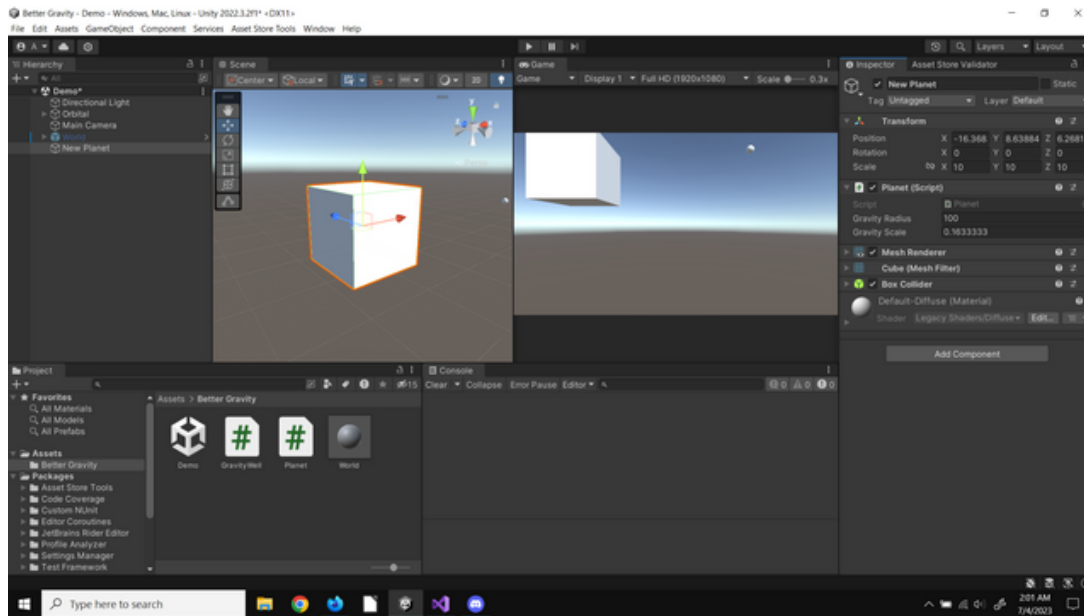
Create a child of the Planet GameObject, and give it the "GravityWell" Script.
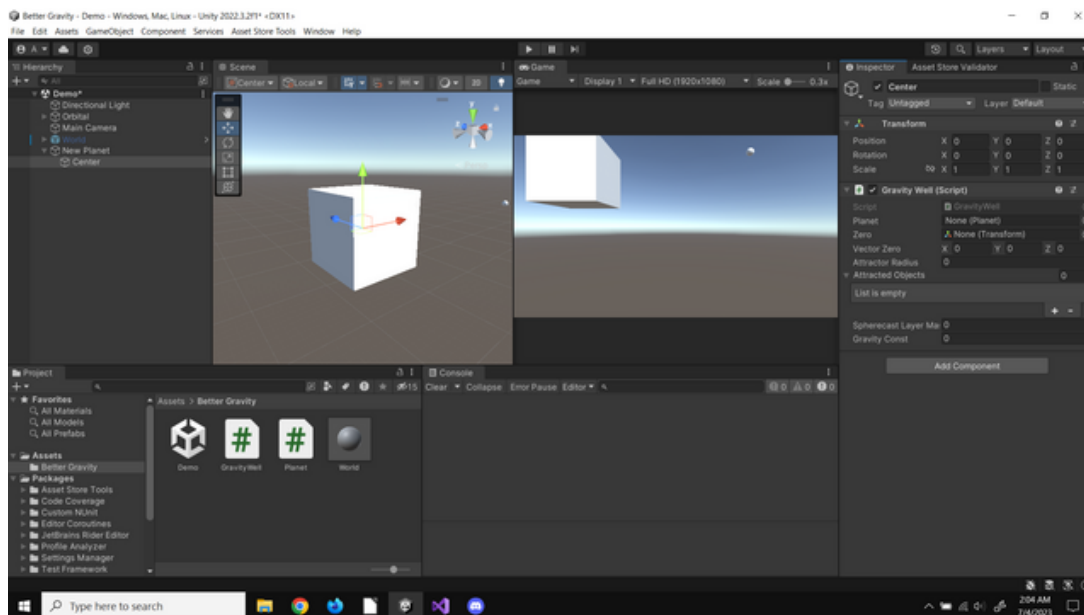
There is no need to modify the variables on the gravity well script, although they are available if you wish to utilize them for testing.

You're done! The "Planet" will now pull in RigidBodies from all directions.