Hi! This is my test task! Hit play in Main scene to start playing. I tried to develop the most basic game mechanic as planetary physic, and shooting each other. This is all I managed to do for last two days, my goal was to create good code base for this game, so I can continue working on it in the future. As was said in task – I make maximally playable game. I had to skip save\load function, random planet generation, different rocket types (although I got my code prepared for it) in the mater of time. Anyway, this was the most interesting and challenging test task that I got for a long time, and I love it. There is a lot to be done, and I planning to keep working on it. Please feel free to ask me about anything in project. Hope to hear your feedback soon!