# Tool Development Assignment

I Created 2 Config Files.

I am Going for a G Grade.

New Scripts Created

Under \_Game/Scripts/CustomTools

1. Asteroid Config
2. ShipAppearanceConfig

The Goal is to enable the Developers customize the Ship and the Asteroids without having to change the Variables directly.

For the Asteroids, The Size, the Force and the torque was calculated randomly. Using the Scriptable Objects, the Devs can now choose the kind of Asteroid Pool can be used to be spawned from.

Additionally for the Ship I have created a Scriptable object that can be used to set the Shape and the Colour of the Ship. This means that if the Devs wish to add more Shapes they may do so using new sprites, instancing the scriptable object and setting it on the ship.

For Example Scriptable Objects Check the folder \_Game/Configs.