

`Fear and Dread Week 2 Assignment

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

public class GameManagerScript : MonoBehaviour
{
    // declare objects
    public GameObject mars;
    public GameObject phobus;
    public GameObject deimos;

    // Use this for initialization
    void Start()
    {
        // set positioning
        mars.transform.position = new Vector3(0f, 0f, 0f);
        phobus.transform.position = new Vector3(75f, 0f, 0f);
        deimos.transform.position = new Vector3(100f, 0f, 0f);
        Camera.main.transform.position = new Vector3(0f, 0f, -100f);
        Camera.main.transform.LookAt(mars.transform);
        // use the physics engine to rotate Mars
        mars.GetComponent<Rigidbody>().AddTorque(new Vector3(0, 20, 0));
    }

    void Update()
    {

```

```
// rotate objects around mars using a rotation axis and rotation speed of  
10 degrees per second by time passed since last frame
```

```
    phobus.transform.RotateAround(mars.transform.position, new Vector3(0,  
1, 0), 10 * Time.deltaTime);
```

```
    deimos.transform.RotateAround(mars.transform.position, new Vector3(0,  
1, 0), 10 * Time.deltaTime);
```

```
}
```

```
}
```