`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 rotationn 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);

}

}