

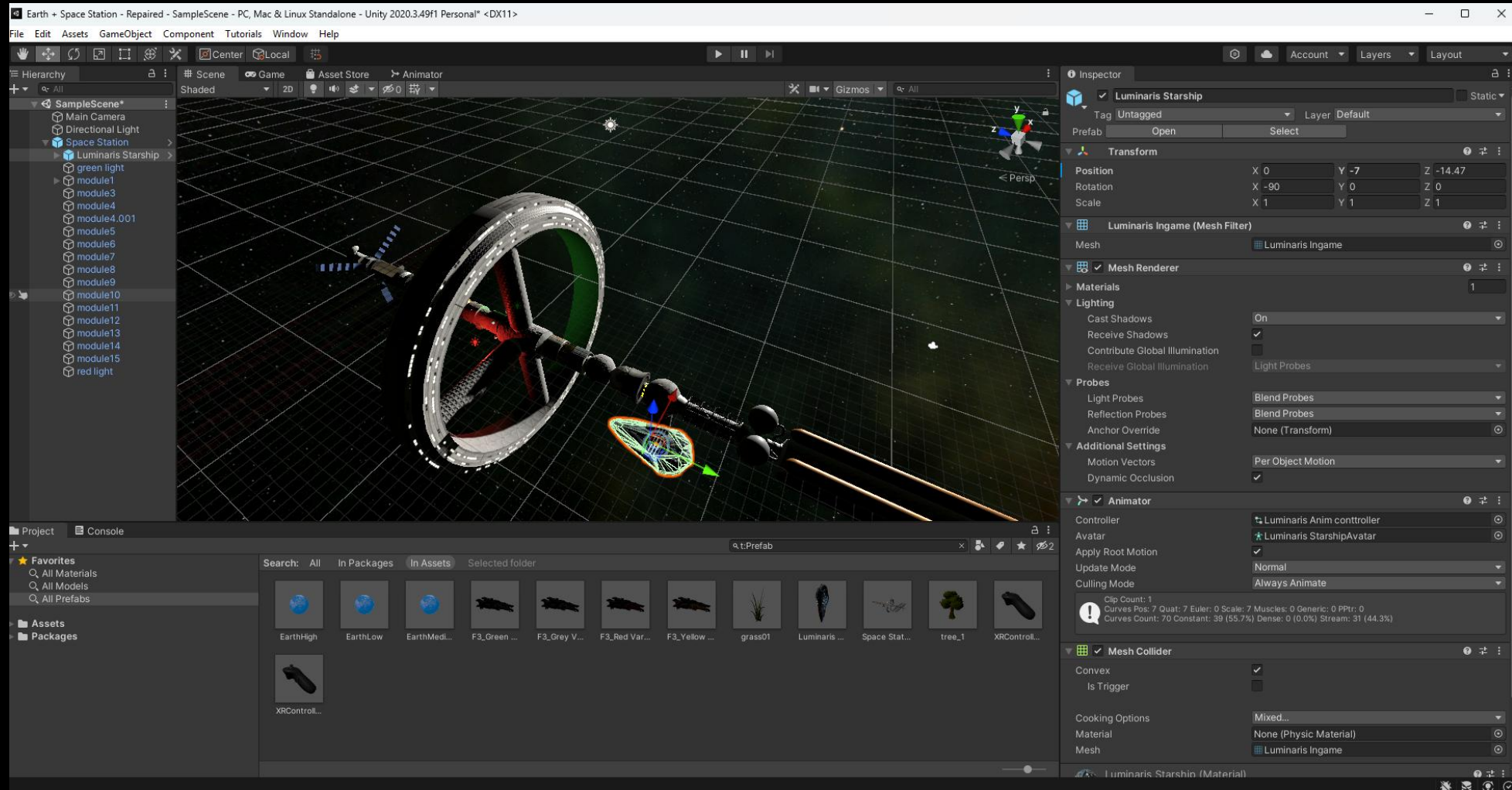
Demo Day walkthrough

Orbital Guardian

Matt Topham - September 8, 2026

Reconstructed from the Demo Day walkthrough
Presented live through Chrome Remote Desktop.

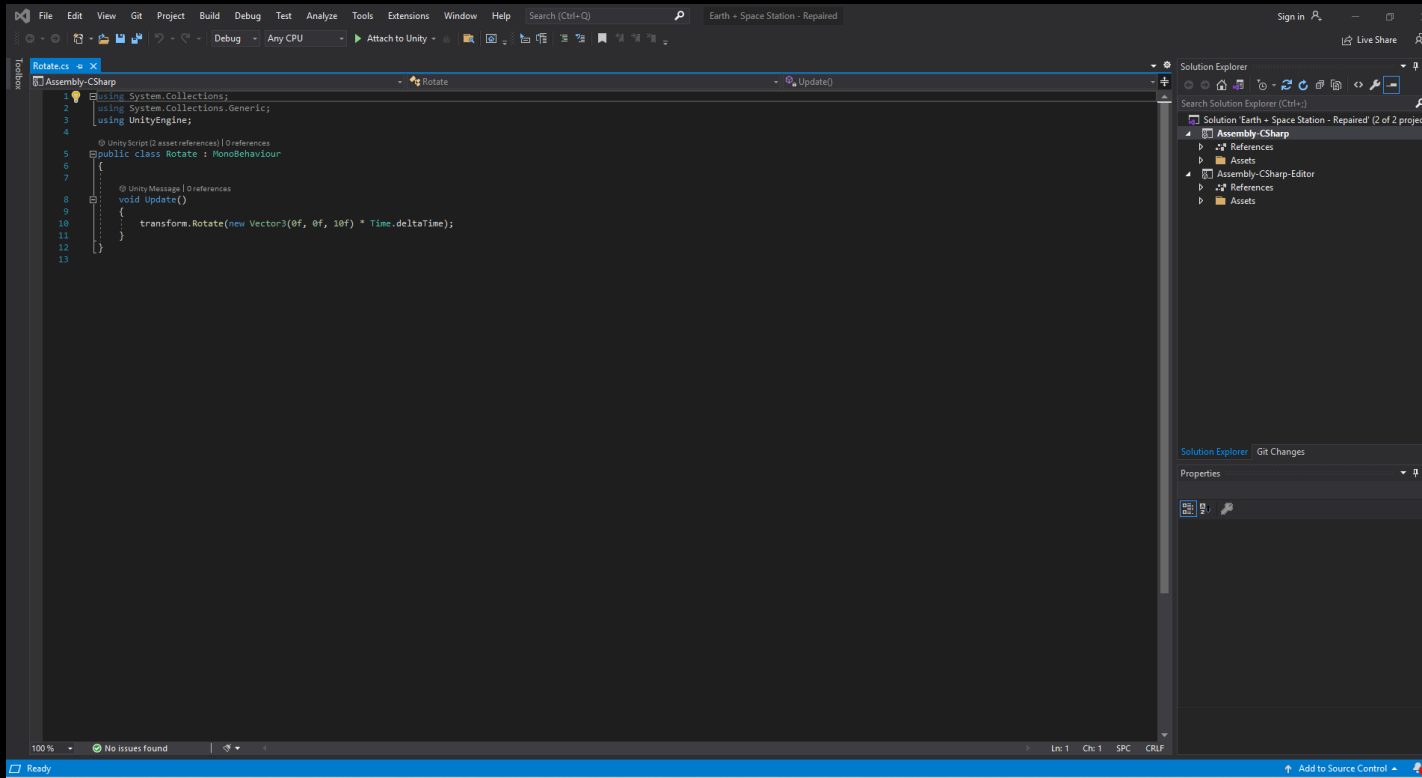
The original station project



Matt began with the rotating station from his earlier Unity work, started around 2020-2021.

Matt Topham / Demo Day reconstruction

The station rotation script



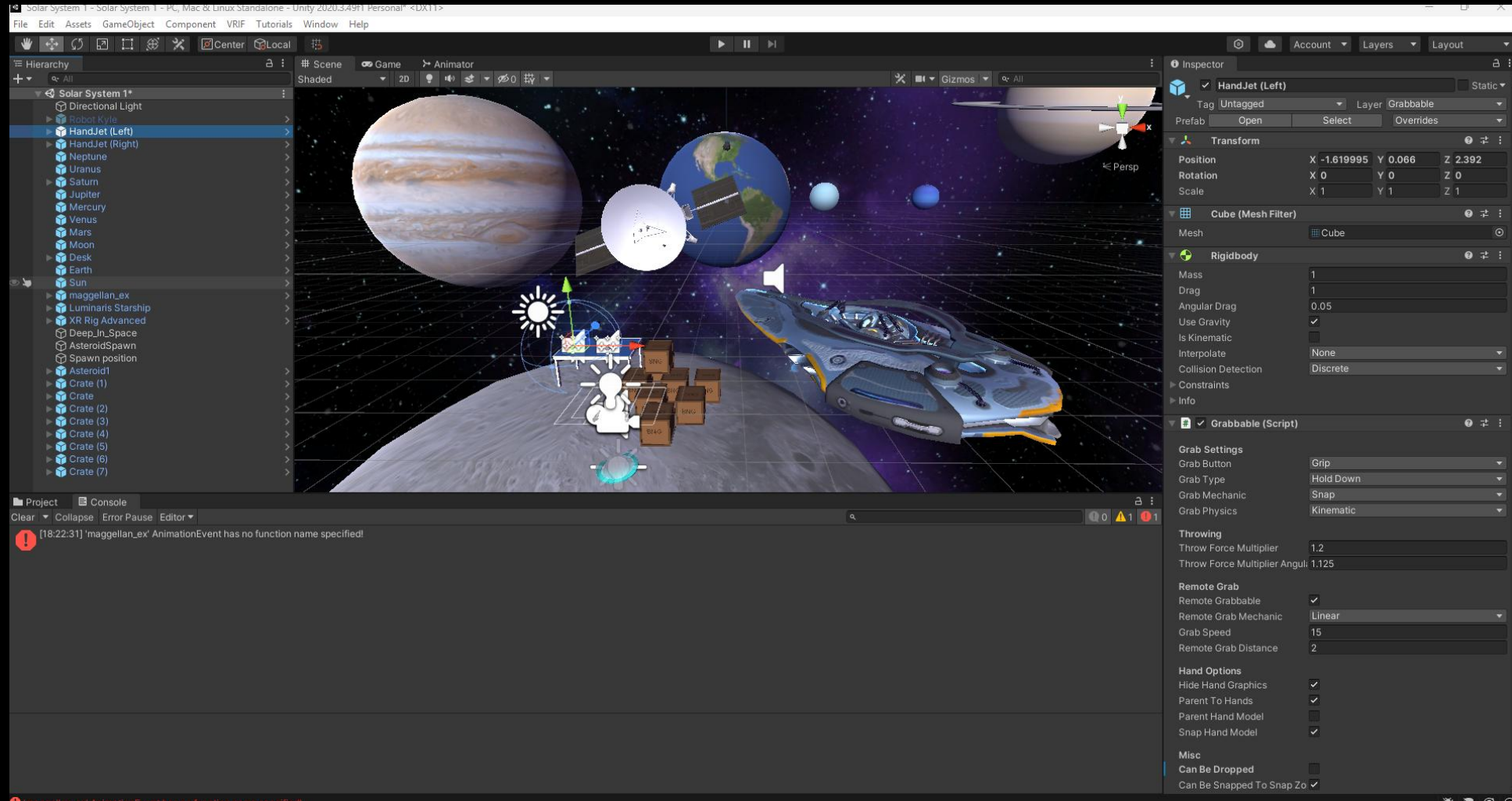
10 degrees per second

```
void Update()  
{  
    transform.Rotate(  
        new Vector3(0f, 0f, 10f)  
        * Time.deltaTime);  
}
```

The script rotates the local Z axis.

Time.deltaTime scales the step by the elapsed frame time.

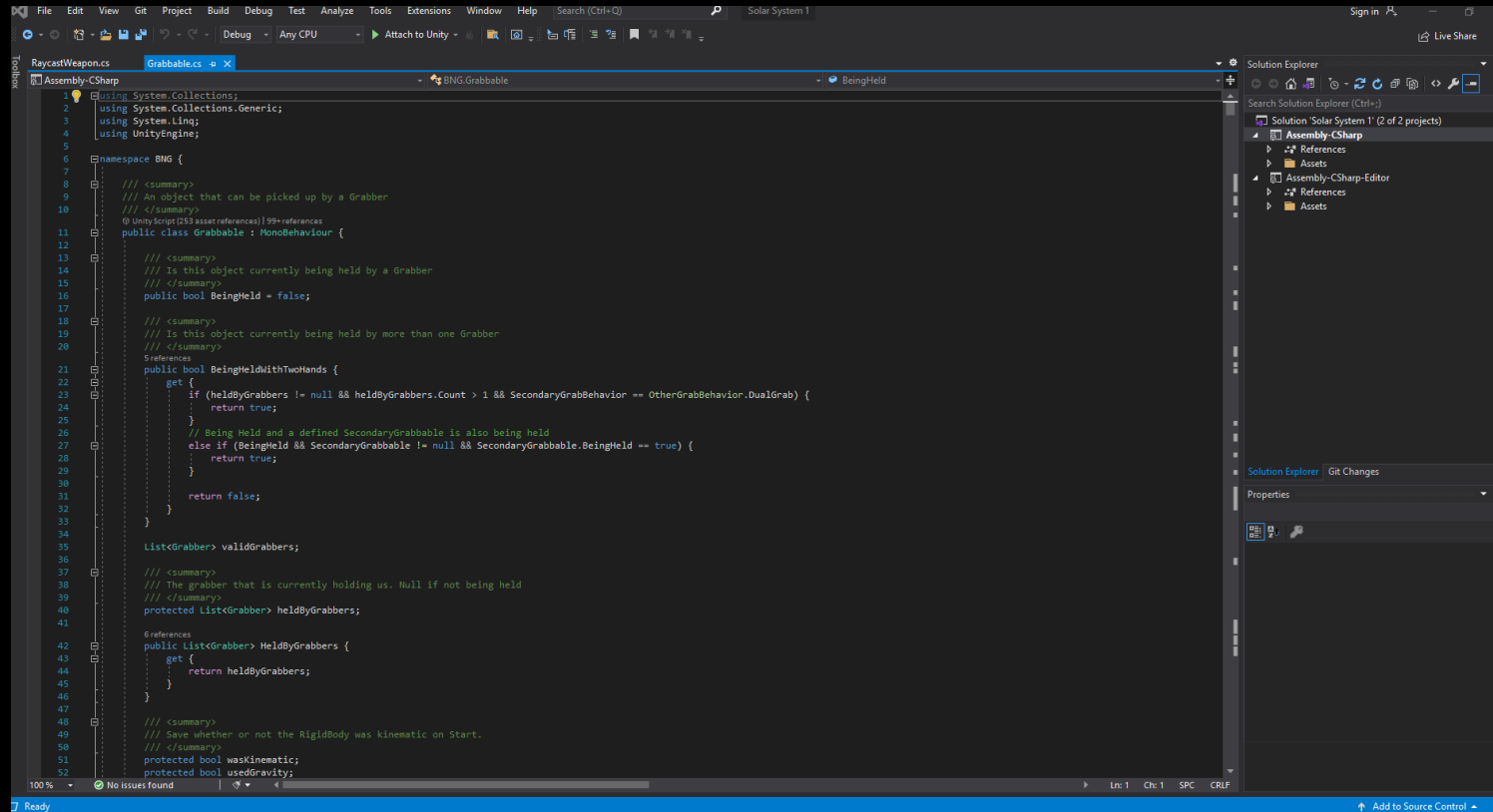
The Solar System prototype



The next project added planets, a VR rig, handjets, spacecraft, and grabbable objects.

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BNG interaction and weapon foundations



Existing VR framework

public bool BeingHeld = false;

BeingHeldWithTwoHands

The visible Grabbable.cs code tracks held state.

Matt discussed raycasting and weapons. RaycastWeapon.cs is another open tab.

BNG supplies the interaction and weapon foundation. The screenshot shows Grabbable.cs.

Repair and integration in 2026

After time away, Codex helped repair and combine the older projects in Unity 6.

Earlier project work

Matt assembled the station and Solar System prototypes.

Breakable boxes led to asteroid fracture and respawn experiments.

Supplied systems

BNG provided the VR rig, grabbing, and weapon foundation.

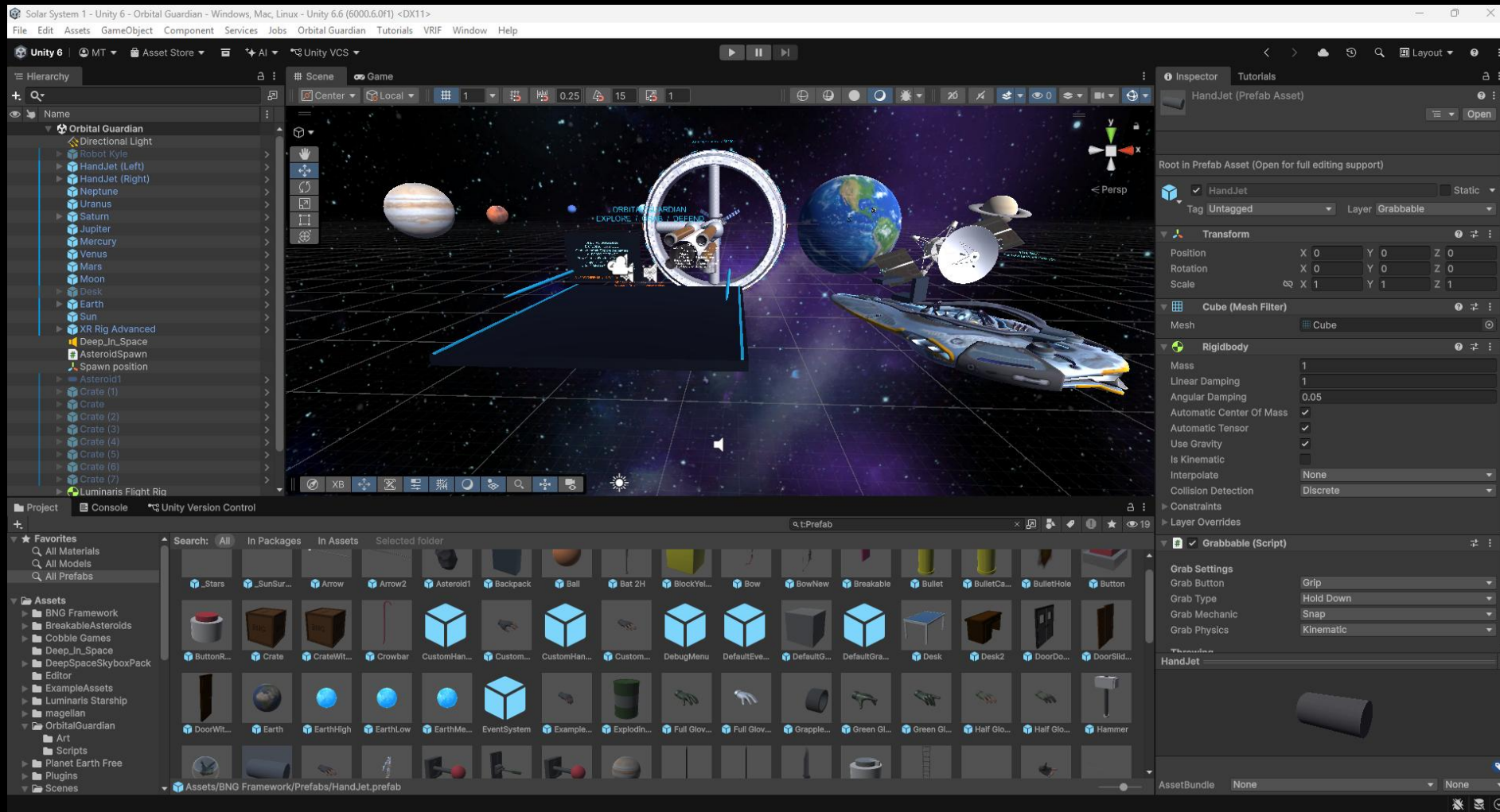
Planet, station, and spacecraft assets retain their original authorship.

Recent integration

Codex assisted with repairs and merging the scenes.

The integrated experience adds mission feedback, score and timer logic, and ship controls.

Orbital Guardian in Unity 6

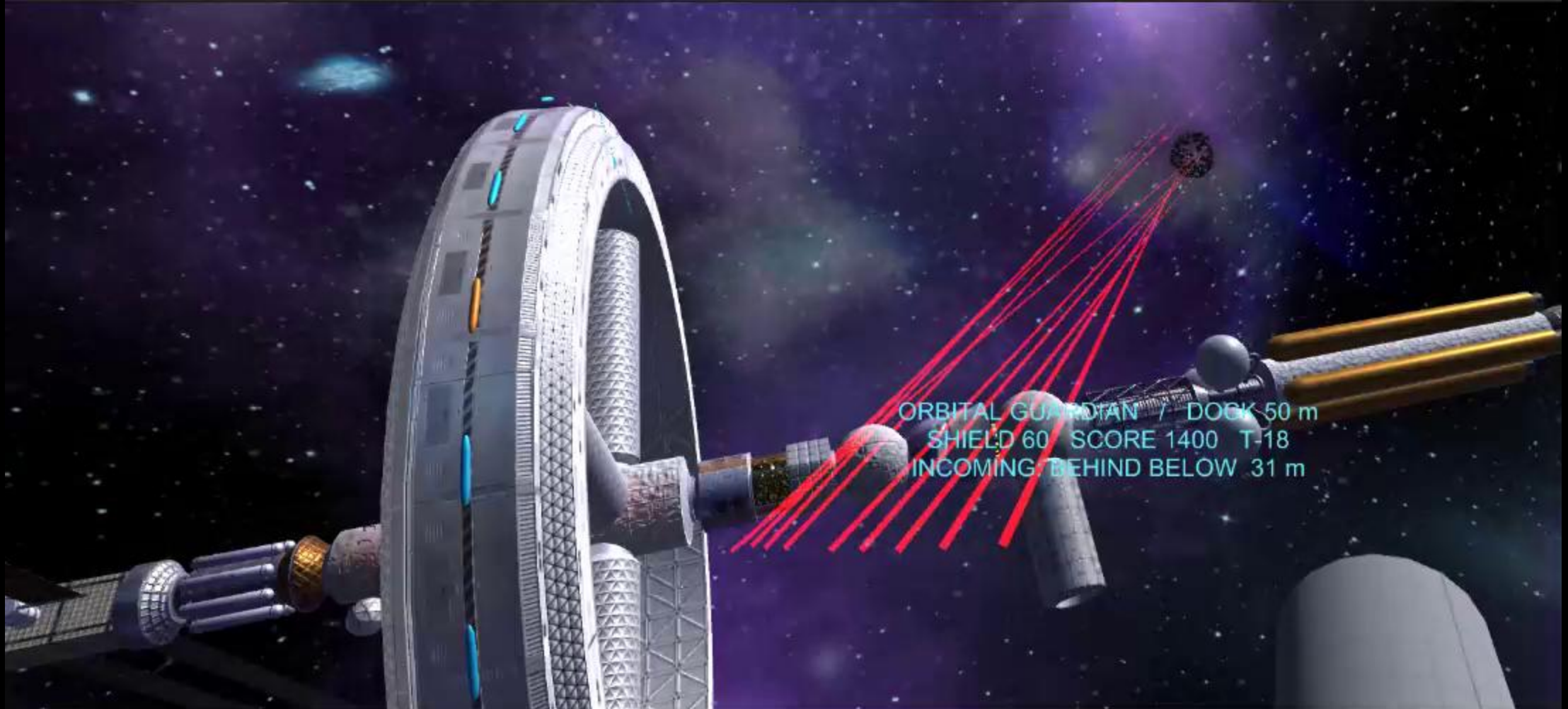


The integrated scene brings the station, planets, dock, hand tools, and spacecraft together.

Matt Topham / Demo Day reconstruction

Recorded gameplay demonstration

Matt explained the recorded demonstration as it played.



Available recording: 6:12 <https://www.youtube.com/watch?v=-C2nF0jtC0Q>

Related experiences

Supporting context added after Demo Day.

Matt identified Lone Echo and Lone Echo II as inspiration.

Lone Echo

A mining station near Saturn supports hands-on exploration and interaction with equipment.

Its space setting is a reference for embodied interaction.

Lone Echo II

The sequel extends exploration through zero-gravity controls, tools, and abilities.

Movement remains part of interacting with the world.

Orbital Guardian

Matt identified both games as inspiration for zero-gravity movement and interaction around a space station.