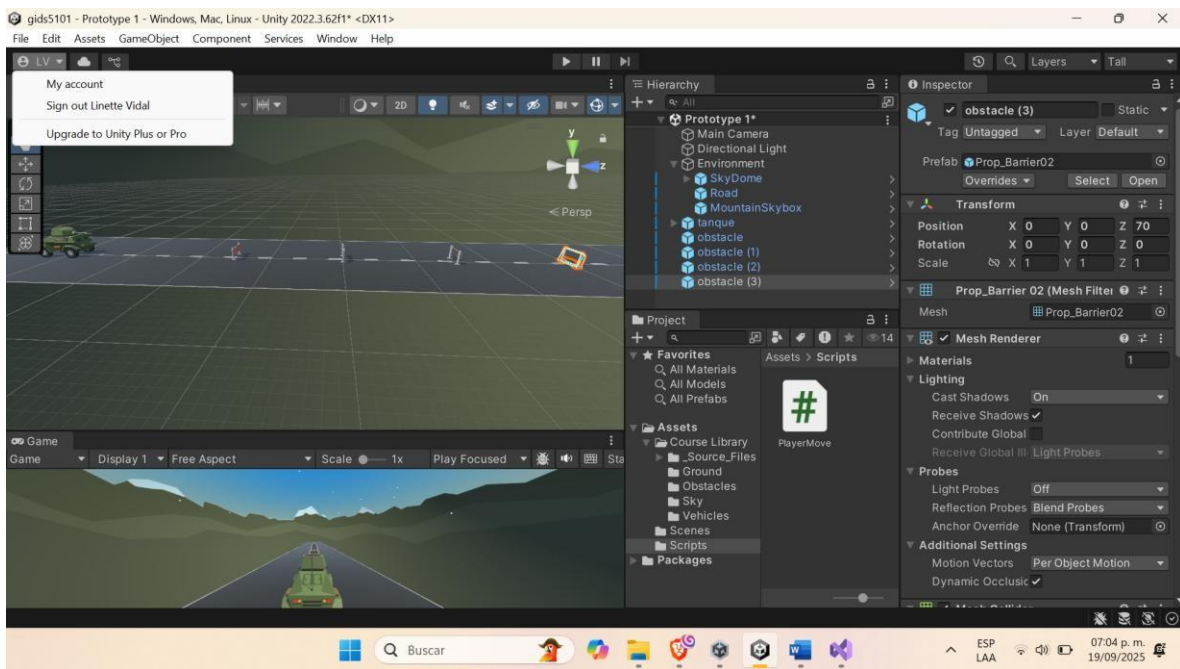
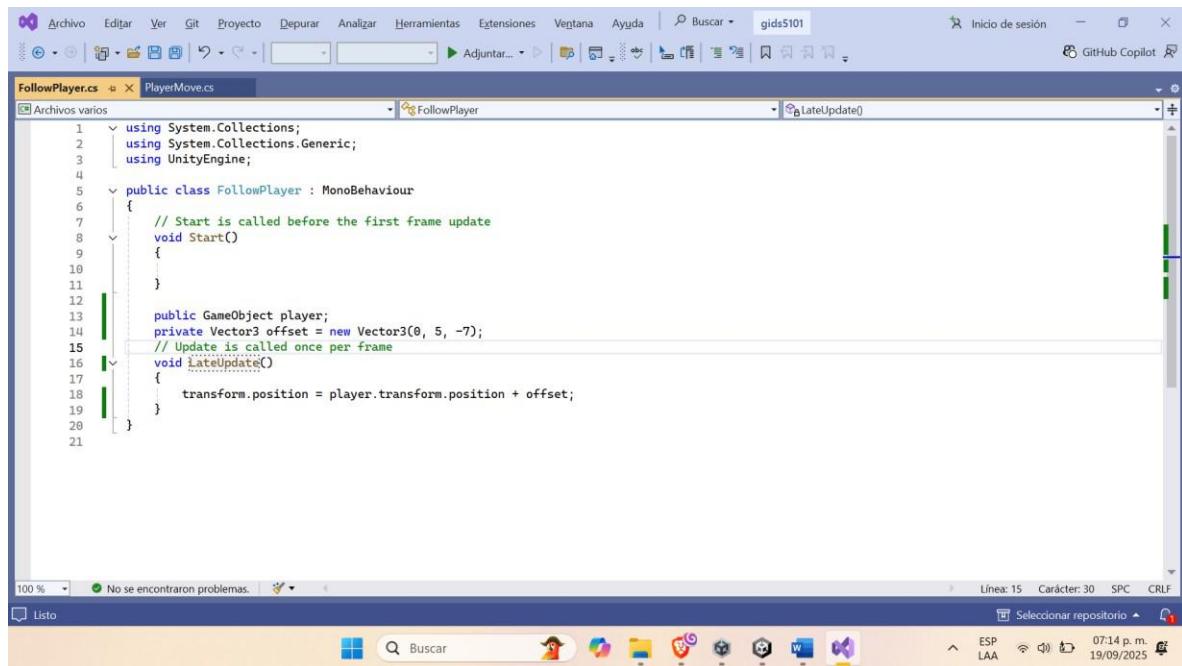


The screenshot shows the Visual Studio Code editor with the file `PlayerMove.cs` open. The code is as follows:

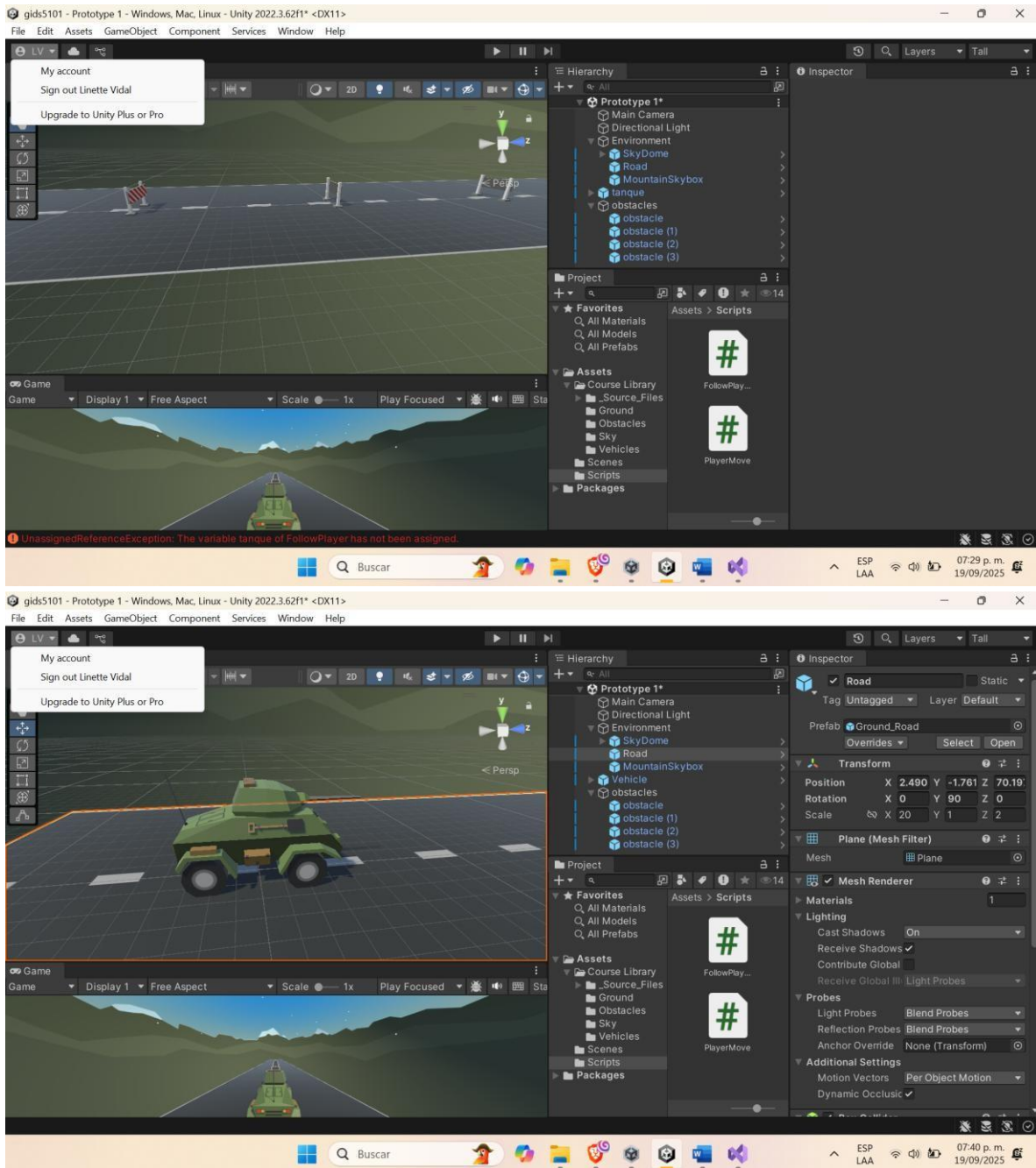
```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class PlayerMove : MonoBehaviour
6 {
7     // Start is called before the first frame update
8     void Start()
9     {
10    }
11
12
13     public float speed = 20;
14     // Update is called once per frame
15     void Update()
16     {
17         // Move the vehicle forward
18         transform.Translate(Vector3.forward * Time.deltaTime * speed);
19     }
20
21 }
22
```

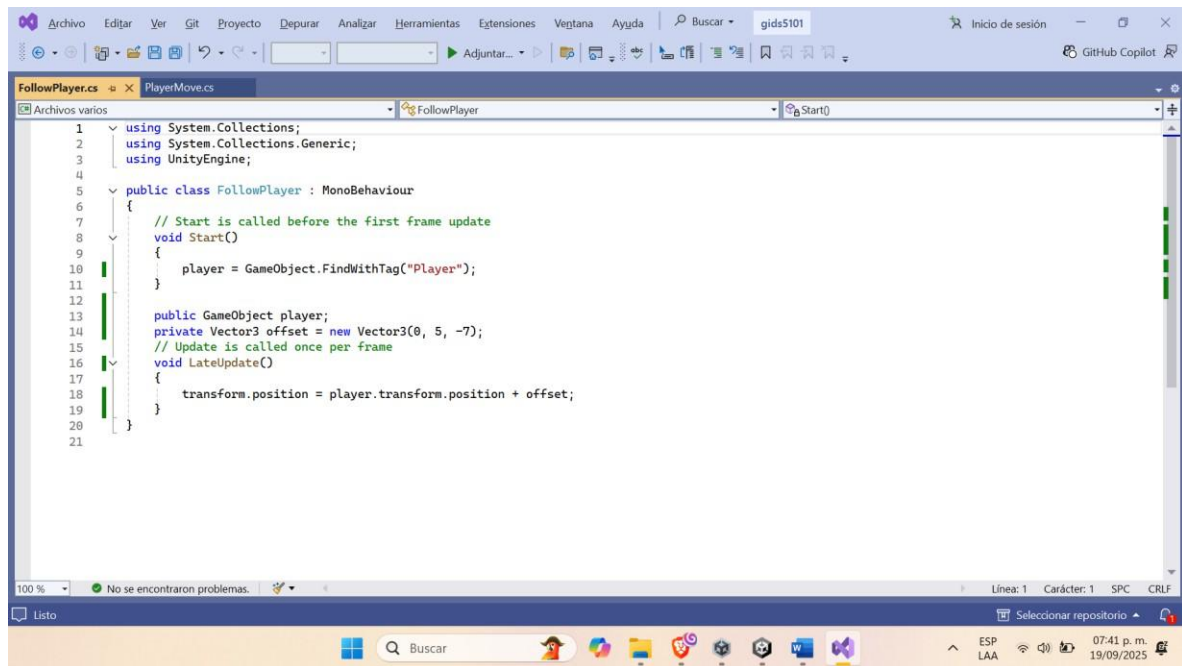
The status bar at the bottom indicates "100 %", "No se encontraron problemas.", "Línea: 18", "Carácter: 71", "SPC", "CRLF". The taskbar at the bottom shows the Windows Start button, a search bar, and several application icons. The system clock shows "07:14 p. m. 19/09/2025".





```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class FollowPlayer : MonoBehaviour
6 {
7     // Start is called before the first frame update
8     void Start()
9     {
10
11     }
12
13     public GameObject player;
14     private Vector3 offset = new Vector3(0, 5, -7);
15     // Update is called once per frame
16     void LateUpdate()
17     {
18         transform.position = player.transform.position + offset;
19     }
20
21 }
```





```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class FollowPlayer : MonoBehaviour
6 {
7     // Start is called before the first frame update
8     void Start()
9     {
10         player = GameObject.FindWithTag("Player");
11     }
12
13     public GameObject player;
14     private Vector3 offset = new Vector3(0, 5, -7);
15     // Update is called once per frame
16     void LateUpdate()
17     {
18         transform.position = player.transform.position + offset;
19     }
20 }
21
```

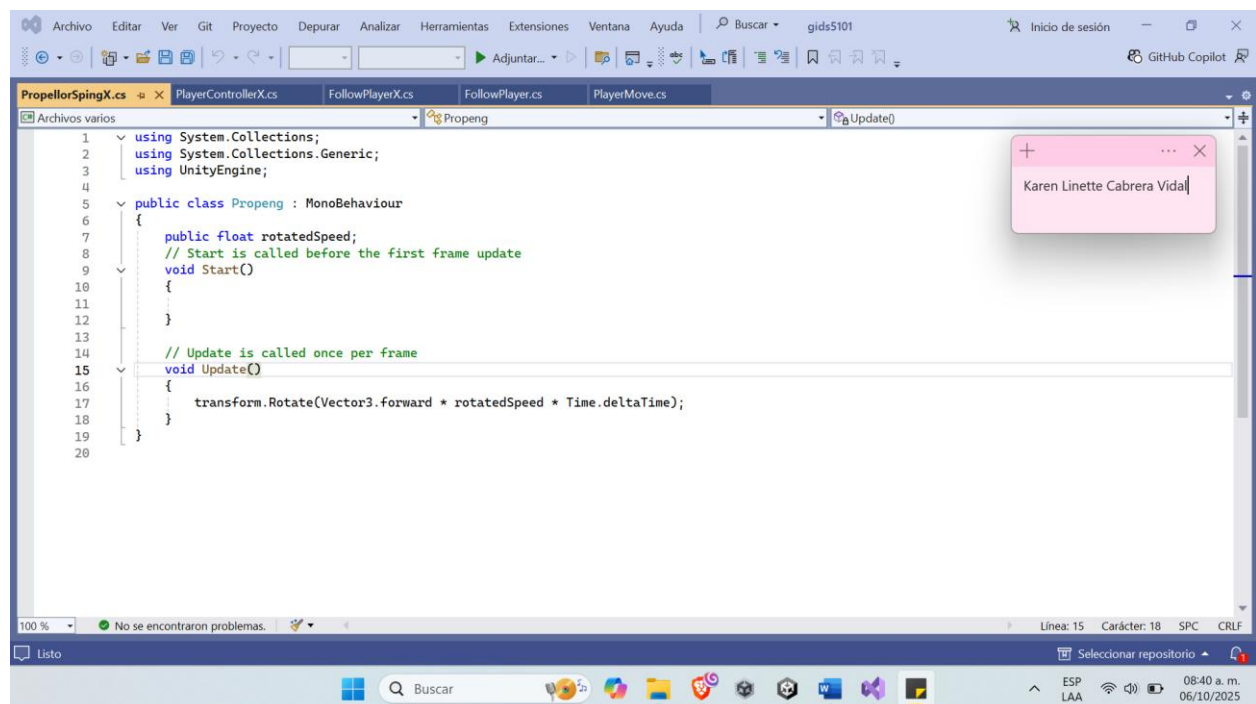
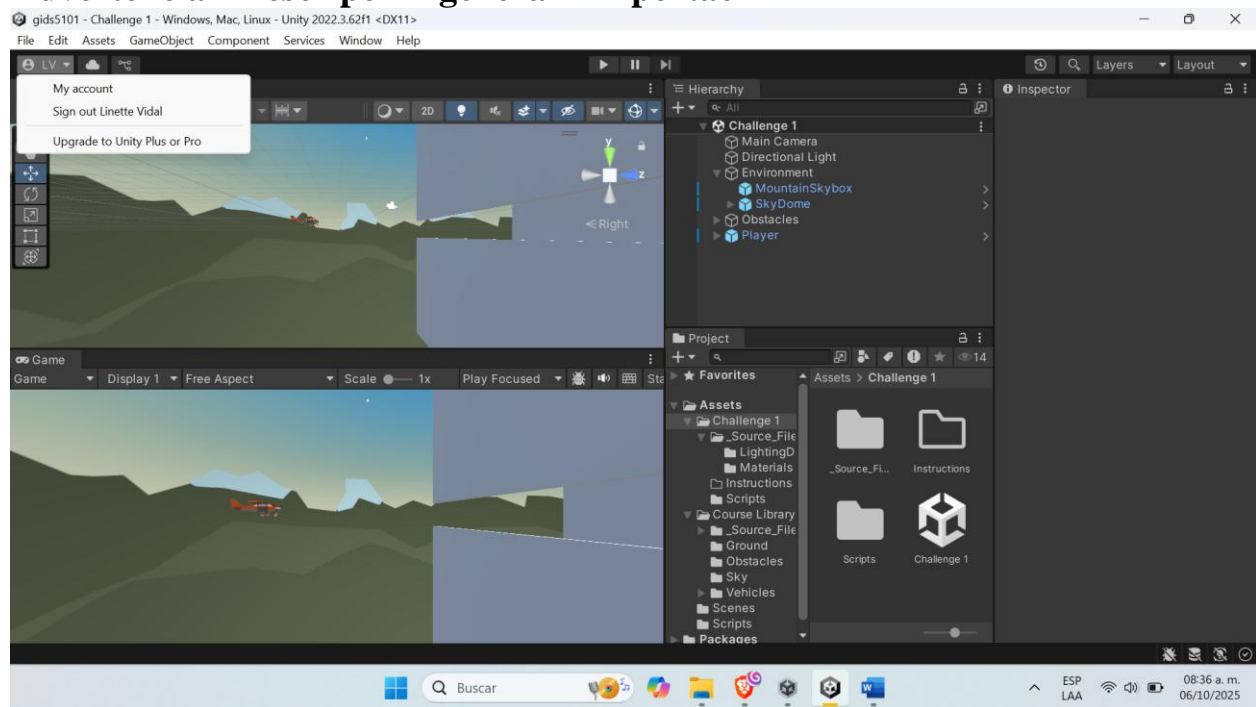
100 % No se encontraron problemas. Línea: 1 Carácter: 1 SPC CRLF

Seleccionar repositorio

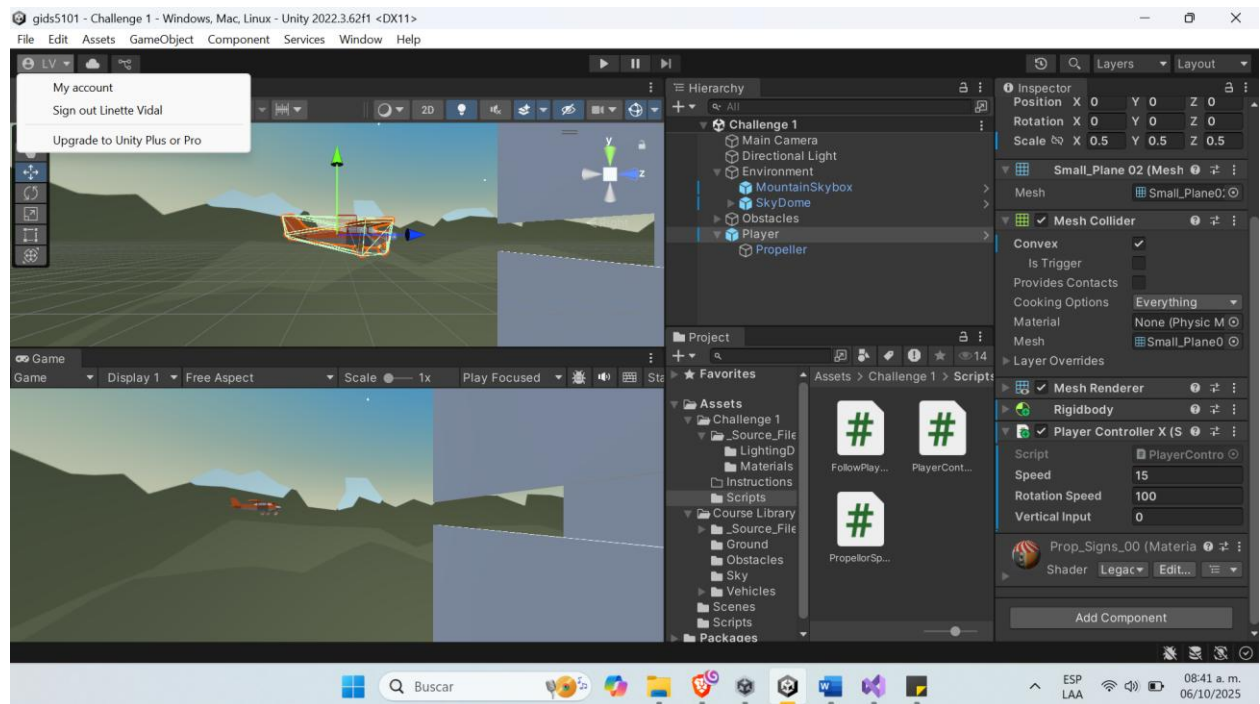
07:41 p. m. 19/09/2025

Challenge

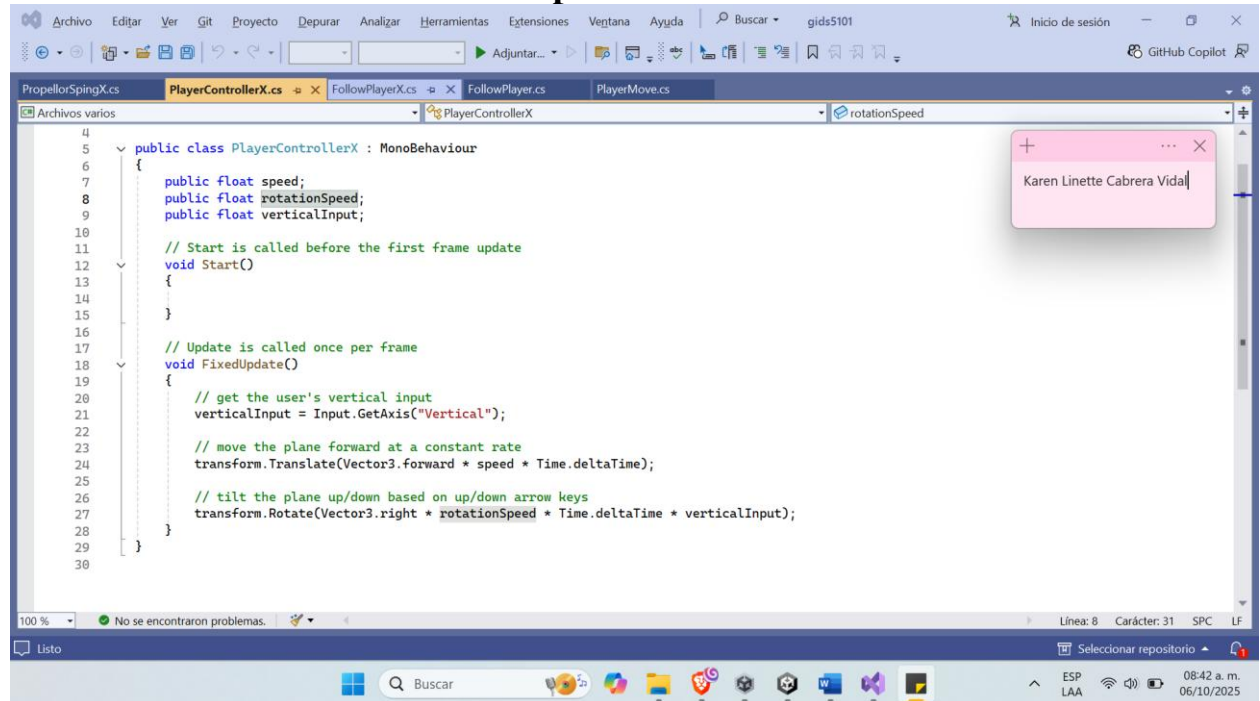
Advertencia - Descripción general - importación



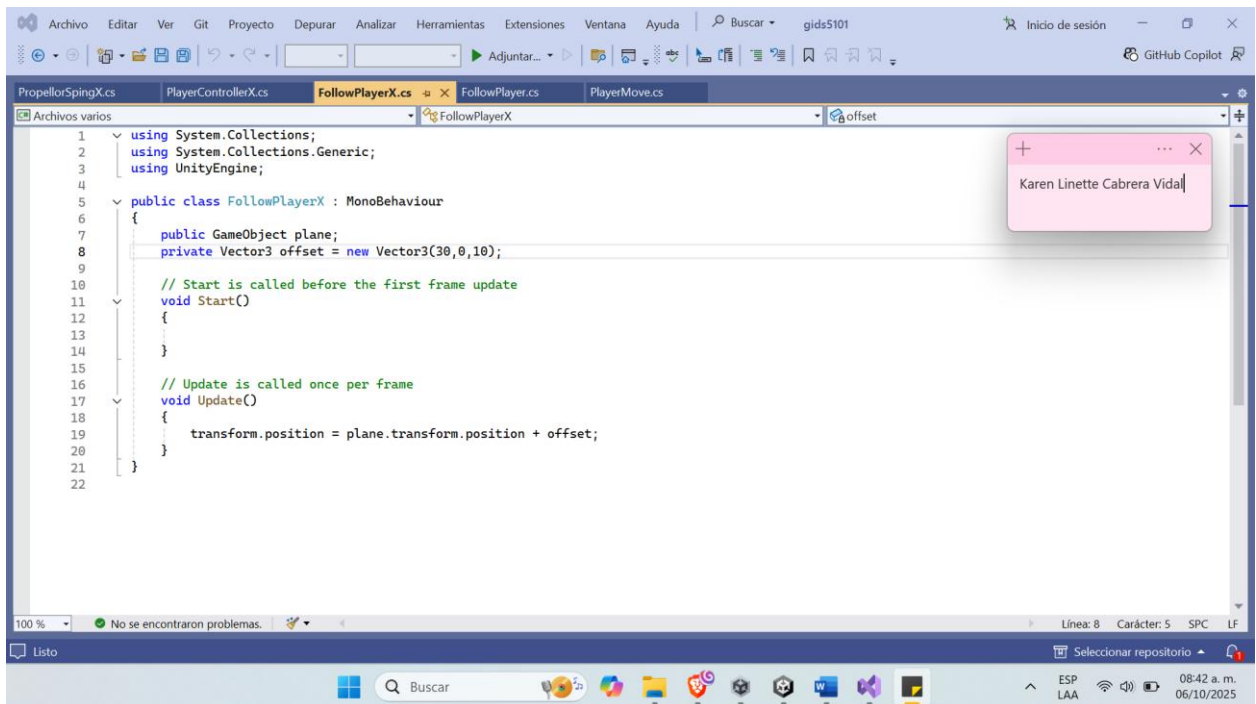
3.El avión se mueve hacia atrás



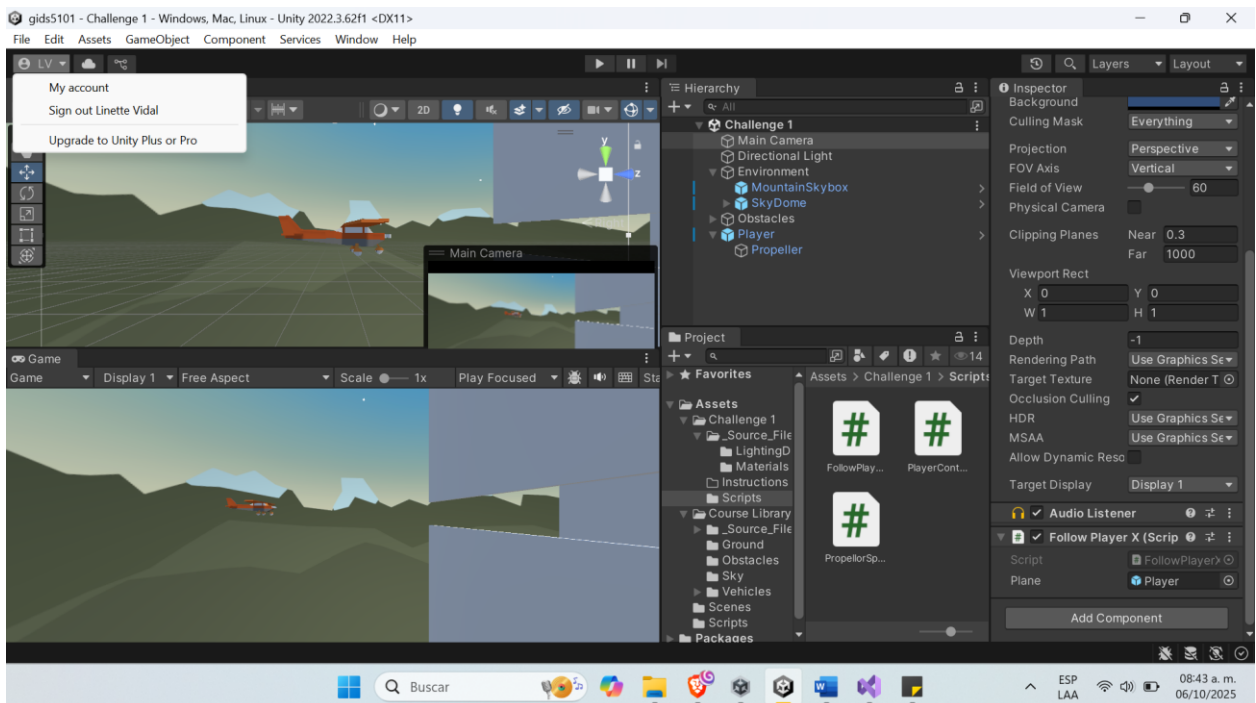
4.El avión se mueve demasiado rápido



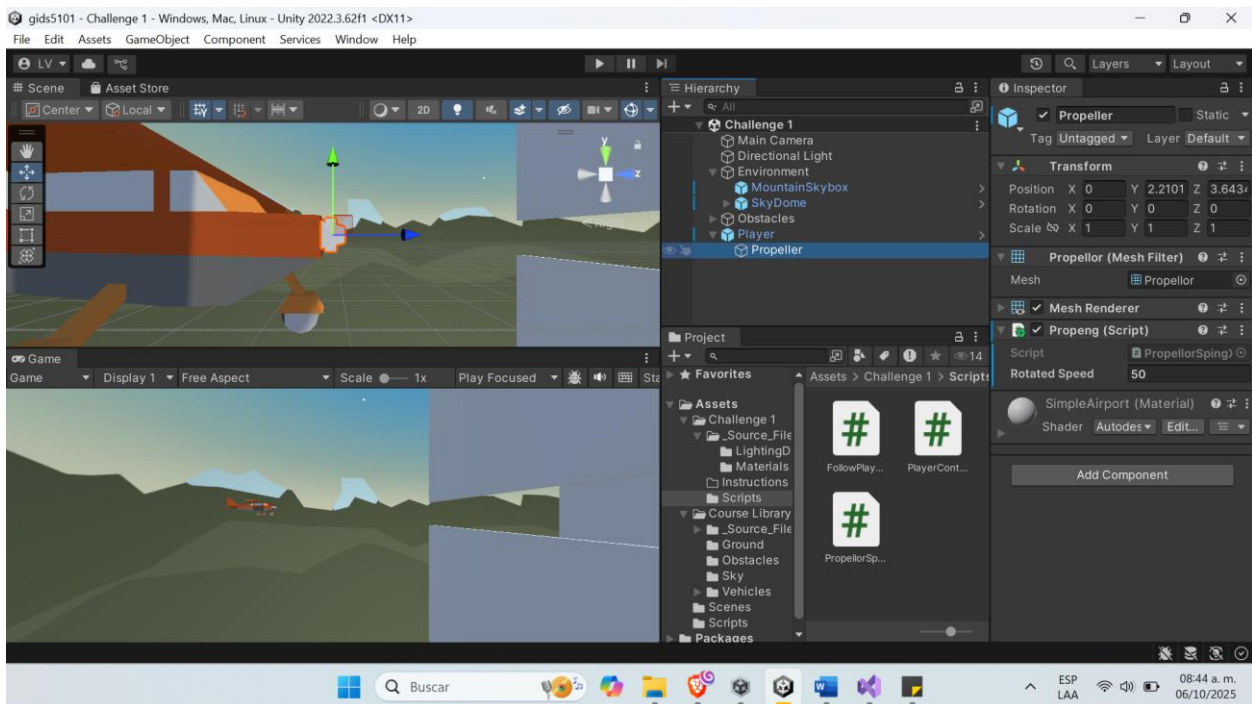
5.El avión se inclina automáticamente



6.La cámara está frente al avión



7. La cámara no sigue al avión



8. Bono: la hélice del avión no gira

