# BitCamp Game Development Week 2 Homework Solutions

To complete this week's homework, follow these steps. Try it on your own before looking at this sheet!

1) Add Cars by navigating to the "Project" tab, going into Assets/Course Libraries/Vehicles and dragging in the cars to the scene
2) Give each script a rigidbody component in the Inspector tab by clicking "Add Component" and selecting "Rigidbody"
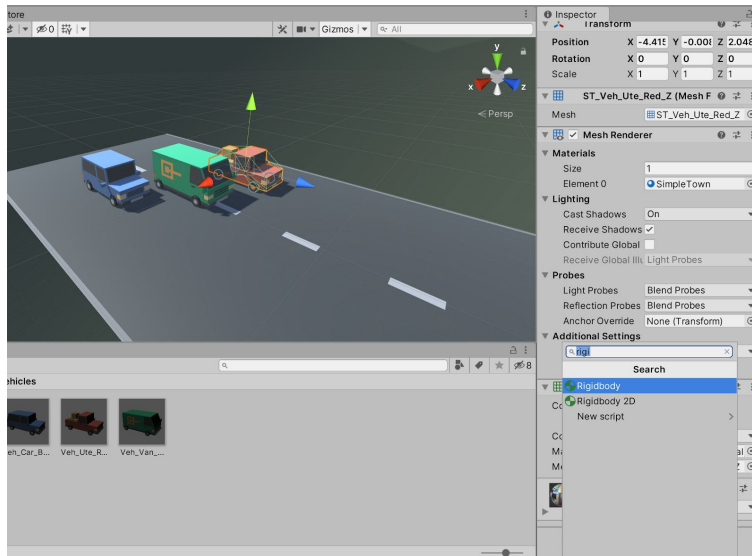
3) Create the script by navigating to Assets, then right clicking and going to Create->C# Script
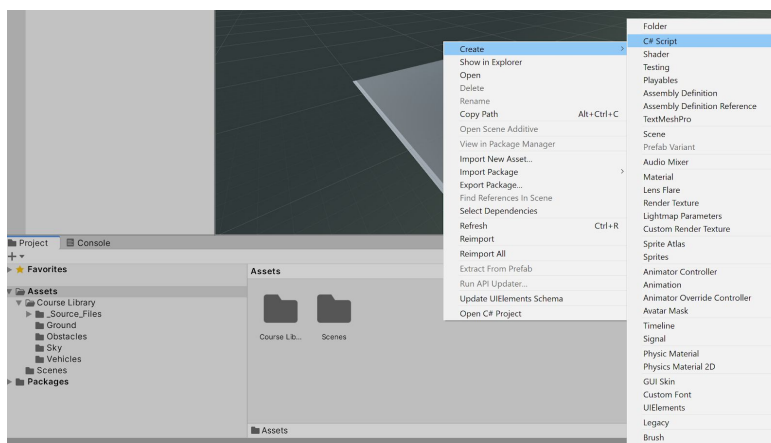
4) Give your script a name and open it.
5) Here is one way to complete the script. This is not the only way to do this, if yours works then it's correct!

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

public class CarScript : MonoBehaviour
{

    public float velocity = 0;


    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        transform.Translate(new Vector3(0, 0, velocity * Time.deltaTime));
    }
}
```

6) Save your script (this is important!), then attach your script to each car by clicking on the car, then dragging the script from the project tab to the "Add Component" button on the inspector tab.
7) If done right, you should be able to change the velocity from inside the editor

▼ #✚ ✓ **Car Script (Script)**   ❓ ⟟ ⋮

Script	# CarScript	⊙
Velocity	2	

8) Give all three cars different speeds then hit the play button and watch the race!