

PlayerScript:

Vertical input is positive and causes inverted controls, set to negative.

Changed `vector3.back` to `vector3.forward` so it went forward instead of rotated backwards.

Added `time.deltatime` to `translate` so it moves 15 frames per second not 15 frames continuously.

Added `verticalinput` to `transform.Rotate` so it rotates based on the input.

Extra:

Added script to the propeller to make it rotate using `Vector3.forward`, `rotationspeed*Time.Delta`.