***Transcript for the video***

Due to technical difficulties in my video capture of the sound, I have added a transcript so you can follow this while watching the video. There is also a gap between me speaking that’s because I am on the release version, as the debug didn’t work

(Moving the camera towards the ship)

To make the boat, we use its Z Position in world and we update it by times it by the delta time (which is the time in game mode) and a decimal number which is random by the choice I made. We just it off

We move the camera by the WASD keys to move it forwards, backwards, left and right

Also adding to the terrain water, I added a second water terrain which is much darker than the original, so you can tell them apart.

Also you may notice that I have put rotation movement on the camera, this is done by the movement of the mouse

I added another model which doesn’t move, this is made of 4 parts. I also wanted to add other models to this but it seems that they are not showing

You may not tell but I have changed the colour of the sky to a brighter blue

Ooh the boat has travelled as far as it can, this is because I set a limit of how much it can go for and then it resets to the other end.