#1. My understanding of DeltaTime comes from how a computer manages frame rates. It is used to make movement or other time-dependent actions frame-rate independent by scaling them based on how much time has elapsed between frames. It allows for a scaling of frame rates, which can be helpful across all devices regardless of what monitor a user has.

In Forza, the game may utilize a concept like Delta Time to ensure real-time physics, calculations and movement are accurate. The environment may also change, depending on if the simulation reflects real-time day and night.

**Mesh Renderer**

A component that is necessary that would show the object / render it physically in game

**Box collider**

Defines a rectangular (box-shaped) area around an object for collision detection. It helps detect physical interactions with other objects in the game, such as collisions or triggers.

**Input.GetAxis method**

Input.GetAxis is a Unity method used to capture player input, typically from a keyboard, mouse, or game controller. It returns a float value ranging from -1 to 1, allowing for smooth, continuous input for actions like movement (e.g., "Horizontal" or "Vertical" axes for moving left/right or forward/backward).

**Rigid body**

A Rigidbody is a Unity component that enables an object to be influenced by physics, such as gravity, collisions, and forces. Adding a Rigidbody to an object allows it to move realistically based on forces and interactions within the physics engine.