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## Planning: Truck Movement



Truck uses GetKey, Translate, and RB Torque.

Moving truck left-to-right = transform.Translate function (like the **tank in-class demo**).

Edit the **in-class racing demo** to change the steering system to a 'tilting' system. If the player's cargo is falling out, they can tilt back and forth to try and keep it in. Needs 2D RB.

Watch the RB's mass value (in case the cargo is too heavy?)