5.

1. The Global Coordinate System is what allows us to change how GameObjects are positioned, rotated, and scaled in the entire scene, and its origin is always (0,0,0). For example, each time you create a GameObject, it goes to the same spot on your scene, (0,0,0).
2. The Local Coordinate System is based on the GameObject’s own point of origin, which is influenced by its rotation. For example, when a Rocket tilts toward the left, that is a change in its local coordinate system.
3. Vector3 can change the position and directions of a GameObject by a certain speed; it has magnitude and direction. The X axis vectors help move a GameObject along the X axis by either vector3.right or vector3.left. The Y axis vectors help move a GameObject along the Y axis by either the vector3.up or vector3.down. For example, Vector3.up multiplied by a speed thrusted our rockets straight up into the air.
4. Rigidbody.AddRelativeForce function moves GameObjects in the same direction the GameObject is pointing, so based on its rotation. For example, if your rocket is sideways on the ground in the Project Rocket Boost, instead of going straight up in the sky, it will thrust toward whichever side the nose of the rocket is pointing at–going directly sideways until it is no longer on the platform and gravity starts to bring it down and tilt it.
5. Input.GetKey function binds a key on your keyboard to a certain action. For example, we used the “A” and “D” keys to move our rocket left and right in Project Rocket Boost.