#3 a) The Time.deltaTime method tells developers how long each frame took to execute. And essentially, it makes the game frame-rate independent. In other words, regardless of individuals’ frame-rates on different consoles, everyone has the same experience.

b) Time.deltaTime may have been used on the cars and the humans that move in the game in order to set their movespeed and to make sure that everyone has a seamless viewing experience of these objects (the objects do not visibly seem to skip frames). Some users using different machines would have very low framerate and the speed during some scenes, and thus viewing quality, would suffer. On the other hand, some users might have machines that can handle the game very easily and have an extremely smooth viewing experience.

#5 a) The mesh renderer is responsible for rendering 3D objects. Turning this off masks the view of a GameObject, but it is still there.

b) The box collider defines a region around a GameObject, and is like an invisible force, extending the object in a sense.

c) The Input.GetAxis method makes it so you can hold a key other than the arrow keys on your keyboard and move your character (a GameObject) for however long you want. Can either move along the Horizontal or Vertical axis.

d) Rigid body enforces resistance. Essentially it is like a physics engine, doing things like applying gravity that is associated with objects in the real world.