3a) Using Time.deltaTime will tell the developers how long each frame took to execute. When we multiply something by Time.deltaTime, it makes our game “frame rate independent”. The game behaves the same on slow and fast computers.

3b) Time.deltaTime may have been used to determine the movement speed of the cars in Forza. It’s important to use Time.deltaTime so that the game can be frame rate independent. If it weren’t used, then the player may move slower or faster depending on the frame rates they have on their computer/monitor.

5a) The mesh renderer component is responsible for rendering a 3D mesh in the scene, allowing it to be visible to the camera. Turning off the mesh renderer masks the view of the 3D mesh to the camera.

5b) The Box Collider component defines a box shaped collision area around the GameObject in Unity. It provides collision detection and physical interactions for GameObjects.

5c) Input.GetAxis is a method in Unity that returns the value of a virtual axis, which can be used to detect input from devices like keyboards, game controllers, and joysticks.

5d) The Rigid Body component allows a GameObject to act under the control of Unity’s Physics engine, enabling realistic physical behaviors like gravity, collision, and forces.