if (time > 5)

Car.rotateY = Car.rotateY + -15;

else

Car.rotateY = 0;

if (Car.rotateY < -90)

Car.rotateY = -90

if (time < 5)

Car.translateX = time

if (time > 5)

Car.translateZ = time-3.3;

else

Car.translateZ = 1.5;