# Pedal to the Metal

## Overview:

In this lesson you will make your driving simulator come alive. First you will write your very first lines of code in C#, changing the vehicle’s position and allowing it to move forward. Next you will add physics components to your objects, allowing them to collide with one another. Lastly, you will learn how to duplicate objects in the hierarchy and position them along the road.

## Project Outcome:

You will have a moving vehicle with its own C# script and a road full of objects, all of which may collide with each other using physics components.

By the end of this lesson, you will be able to:

* Create C# scripts and apply them to objects
* Use Visual Studio and a few of its basic features
* Write comments to make your code more readable
* Utilize fundamental C# methods and classes like transform.Translate and Vector3
* Add Rigidbody and Collider components to allow objects to collide realistically
* Duplicate objects in the hierarchy to populate your scene

[Unity Video Series](https://learn.unity.com/tutorial/1-2-move-the-vehicle-with-your-first-line-of-c?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5caccdfbedbc2a3cef0efe63)

[Written Instructions](https://drive.google.com/file/d/1HbKwk9AAiXU2DJPp66dpFztijq8xE5NX/view?usp=sharing)