# Step into the Driver's Seat

## Overview:

In this lesson, we need to hit the road and gain control of the vehicle. In order to do so, we need to detect when the player is pressing the arrow keys, then accelerate and turn the vehicle based on that input. Using new methods, Vectors, and variables, you will allow the vehicle to move forwards or backwards and turn left to right.

## Project Outcome:

When the player presses the up/down arrows, the vehicle will move forward and backward. When the player presses the left/right arrows, the vehicle will turn.

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

* Gain user input with Input.GetAxis, allowing the player to move in different ways
* Use the Rotate function to rotate an object around an axis
* Clean and organize your hierarchy with Empty objects

[Unity Video Series](https://learn.unity.com/tutorial/lesson-1-4-use-user-input-to-control-the-vehicle?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5caccdfbedbc2a3cef0efe63)

[Written Instructions](https://drive.google.com/file/d/1enkQ_MDBiHNah1Ja_bfNMDmTLVxaT91u/view?usp=sharing)