Challenge	Task	Hint
1 The plane is going backwards	Make the plane go forward	`Vector3.back` makes an object move backwards, `Vector3.forward` makes it go forwards
2 The plane is going too fast	Slow the plane down to a manageable speed	If you multiply a value by `Time.deltaTime`, it will change it from 1x/frame to 1x/second
3 The plane is tilting automatically	Make the plane tilt only if the user presses the up/down arrows	In PlaneController.cs, in Update(), the `verticalInput` value is assigned, but it's never actually used in the `Rotate()` call
4 The camera is *in front of* the plane	Reposition it so it's beside the plane	For the camera's position, try `X=30, Y=0, Z=10` and for the camera's rotation, try `X=0, Y=-90, Z=0`
5 The camera is not following the plane	Make the camera follow the plane	In FollowPlane.cs, neither the plane nor offset variables are assigned a value – assign the `plane` variable in the camera's inspector and assign the `offset = new Vector3(0, 30, 10)` in the code