# Challenge 1 - Plane Programming

## Challenge Overview:

Use the skills you learned in the driving simulation to fly a plane around obstacles in the sky. You will have to get the user’s input from the up and down arrows in order to control the plane’s pitch up and down. You will also have to make the camera follow alongside the plane so you can keep it in view.

## Challenge Outcome:

* The plane moves forward at a constant rate
* The up/down arrows tilt the nose of the plane up and down
* The camera follows along beside the plane as it flies

In this challenge, you will reinforce the following skills/concepts:

* Using the Vector3 class to move and rotate objects along/around an axis
* Using Time.deltaTime in the Update() method to move objects appropriately
* Moving and rotating objects in scene view to position them the way you want
* Assigning variables in the inspector and initializing them in code
* Implementing Input variables to control the movement/rotation of objects based on User input

[Unity Video Series](https://learn.unity.com/tutorial/challenge-1-steer-a-plane-through-obstacles-in-the-sky?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5caccdfbedbc2a3cef0efe63)

[Written Instructions](https://drive.google.com/file/d/1kyfMVpS2sxc3-Eo1RIV58JDlgkoUwuAz/view?usp=sharing)