3a.

Time.deltaTime tells the time it took since the previous update/frame. The value of Time.deltaTime can be used as a scalar to ensure that events in the update function have a uniform outcome regardless of framerates on different hardware.

3b.

For Forza, it is most likely used in controls and its physics engine. Let’s take steering as an example. Higher framerate players may find the steering touchy or even unmanageable if the updates are too fast. Whereas low framerate players might have a lot of understeer around turns.

5a.

The mesh renderer allows a 3D mesh to render in the scene, allowing it to be visible to the camera.

5b.

The box collider creates a collision box around a game object allowing it to collide with other colliders.

5c.

Input.GetAxis is a method that returns the value of a virtual axis which allows input detection from keyboards, game controllers, etc.

5d.

The rigid body allows a game object to be affected by Unity’s physics engine.