

Unity Car Controls (Tilt & Touch Buttons)

```
// =====
// 1. Tilt Controls (Accelerometer)
// =====

using UnityEngine;

public class CarController : MonoBehaviour
{
    public float speed = 10f;
    public float tiltSpeed = 5f;

    void Update()
    {
        // Car moves forward automatically
        transform.Translate(Vector3.forward * speed * Time.deltaTime);

        // Tilt control
        float moveX = Input.acceleration.x; // tilt phone
        transform.Translate(Vector3.right * moveX * tiltSpeed * Time.deltaTime);
    }
}

// =====
// 2. Touch Button Controls
// =====

using UnityEngine;

public class CarButtonControl : MonoBehaviour
{
    public float speed = 10f;
    public float turnSpeed = 5f;
    private float moveX = 0;

    void Update()
    {
        // Car moves forward
        transform.Translate(Vector3.forward * speed * Time.deltaTime);

        // Turn with buttons
        transform.Translate(Vector3.right * moveX * turnSpeed * Time.deltaTime);
    }

    // Called by UI Buttons
    public void MoveLeft()
    {
        moveX = -1;
    }

    public void MoveRight()
    {
        moveX = 1;
    }

    public void StopMove()
    {
        moveX = 0;
    }
}

// =====
// Tip: Use Hybrid Approach
```