3.

1. Time.deltaTime is a function that adjusts behaviors based on the frame rate of the game. For example, if an object moves at a certain speed that is not multiplied by Time.deltaTime, the speed will appear very different on machines with different frame rates. Multiplying that speed by Time.deltaTime will adjust the speed for frame rates and keep it consistent across all frame rates and thus all machines.
2. Time.deltaTime was likely used on the movement speed of all objects that can move in the game, most importantly the cars. This would ensure that all users, regardless of the strength of their respective machines, will see consistent driving speeds. If Forza did not use Time.deltaTime, users with slower machines would experience a much slower racing game as compared to those with fast machines, who might experience a very fast racing game. Neither outcome would be desirable, so Time.deltaTime is necessary to stay consistent across machines.

5.

1. Mesh Renderer makes the objects in the scene visible to the camera.
2. Box Collider creates a box around objects with which it defines collisions with other GameObjects. This means when one object’s collision box touches another’s, this is defined as a collision by each object’s Box Collider component and behaviors can be defined for this instance.
3. Input.GetAxis returns the value of a virtual (either horizontal or vertical) axis which is used for input from physical devices (arrow keys, mouse, etc).
4. Rigid Body is a component that can be added to GameObjects to make them act with realistic physics based on Unity’s Physics engine. This means objects with a Rigid Body component can crash into other objects and fall, for example.