-Make UI appear on the same place as the camera:

Tweaking Canvas Settings

<https://youtu.be/Nts3w1VQJaU>

check 6:48

Instantiate Objects in Visual Studio (make them appear using visual studio):

Using “Instantiate”

<https://www.youtube.com/watch?v=1oY--Zk9b6w&t=379s>

check 5:13

Key mapping without the use of Axes:

<https://www.youtube.com/watch?v=W_GxMS1qnMI&list=PLDj6B2jXbus1v9zD_IdPnGcim3uwSDELI&index=2>

check 5:30

Stop player at the edges of the map / gameScene:

<https://www.youtube.com/watch?v=9CGy4McRn4g&list=PLDj6B2jXbus1v9zD_IdPnGcim3uwSDELI&index=3>

beginning

Ball bouncing back and forth

<https://www.youtube.com/watch?v=9CGy4McRn4g&list=PLDj6B2jXbus1v9zD_IdPnGcim3uwSDELI&index=3>

check 2:25