**2a) Grid Snapping and Incremental Snap in Unity**

Grid Snapping: Aligns objects to a global grid with fixed increments in the Unity Scene view. Makes placement precise and efficient for grid-based layouts. Activated by holding Ctrl (Windows) or Command (Mac) while moving objects or using the grid icon in the toolbar

Incremental Snap: Moves, rotates, or scales objects by fixed steps (increments) relative to their current position. Useful for consistent transformations. Increment sizes can be configured in the Scene View Snap Settings​

**3a) Explain the ExecuteAlways attribute in UnityExecuteAlways:**

Allows a script to run in both edit mode (Scene view) and play mode. Useful for tasks that require real-time updates during development, such as updating object labels or testing features without entering play mode. Combined with Application.isPlaying to differentiate behavior between edit and play modes​

**5a) Explain the behavior of the linear interpolation (LERP) function in Unity. Be sure to explain each of the input parameters of the LERP functionLERP (Linear Interpolation):**

Smoothly transitions between two values (a and b) based on a fraction (t), where t ranges from 0 to 1.

Input Parameters:

a: Start value. ; b: End value. ; t: Interpolation factor (0 returns a, 1 returns b).

Commonly used for animations and smooth transitions​