* Sprites is image renderer. Basically its draws character in the screen.
* In order to
* **RigidBody** simulates physics. It applies gravity,forces etc to game object.
* **Colliders** helps us implement game objects colliding each other.
* **Audio Componen ts** plays sound.
* **Sprite Sheet** is more efficient to use than importing multiple single images, it saves render call time and resources. We can split them.