I found a tutorial on making popup text boxes which also taught me how animating objects not utilizing sprites worked. The text boxes are supposed to act as damage popups. When a player gets damaged, these will indicate how much damage was dealt. Other conditions for damage can be indicated by these as well, especially evasion. These are prefabs that consist of a parent GameObject holding the actual text-displaying GameObject as a child.  
  
My issue at the moment is figuring out how to position the popup texts properly. At first I thought there was a visibility problem when these would spawn, but through monitoring object behaviors via watching the Unity hierarchy changing in runtime, I found that the popup texts are spawned with correct timing, animated correctly, and even display the correct texts, but when spawned, the positioning is wildly off screen.  
  
During the initial spawning process, the popup text object(s)’s parents are switched to the canvas to be able to be seen by the camera as a UI element. I figure the issue has to do with either my timing of switching parents vs initial placement or the problem lies with how the scripts were set up between the parent GameObject and the text-displaying child. The next week will have to involve me rerunning the tutorial to understand the difference between how popup texts were set up in it and how they were set up in my game.