1. EditorGUI requires you place all the options manually with x’s and y’s in the window and EditorGUILayout automates the placing of items in the window.’
2. The OnGUI function lets you draw all the items on your window.
3. Yes
4. You could put in a variable that the user can edit
5. Instantiate makes a clone of the gameObject in the hierarchy and Instantiate prefab creates a new object with a prefab connection to the prefab.
6. Displays a message box in the editor gets a return of true if the default button is pressed.
7. I would use the animation creator for sprite sheets for an easy start to making an entire controller
8. Because the project window and the editor wont show or know about the updates you just made.