1. When it comes to creating an isometric character movement system the movement is not the same as moving in a normal perspective way, so for this, I had to create two Vectors 3 and align the normal move forward vector with the cameras forward vector so that depending on what way the camera is facing the player character will move in the visually correct direction.
2. Using a SerializedField allows you to be able to edit values in the editor without making the section public.
3. Thinking about different ways to go about doing the grid system both in a manual way and thinking about it in a more code-based way.