2.
   a. Grid snapping aligns objects to a grid so that you can precisely place them in Unity as it ensures the objects move in fixed increments.

      Increment snapping moves, rotates, or scales an object in Unity by a fixed fixed increment rather than freely by any value.

3.
   a. The ExecuteAlways attribute allows a game script to execute in both Scene mode and Game mode in Unity, which is useful when a script needs to be tested during development. By pairing with the Application.isPlaying boolean variable, it can be set to only execute in Scene mode.

5.
   a. Linear interpolation (LERP) function is used to generate smooth transitions of game objects as they move. The LERP function takes in a start position, an end position and a travel percentage t from 0,1. When t is 0 the game object is at the start position, and when t is 1 it is at the end position. The LERP function finds a position between the start and end position based on a travel percentage between 0 and 1.