1. Create custom asset menu items.
   1. Scriptable objects used as state machine in storyline

[CreateAssetMenu(menuName= "State")]

public class State : ScriptableObject {

[TextArea (10,14)] [SerializeField] string storyText;

}

1. Creating custom fonts with text mesh pro, Font asset creator
2. Setting size of orthographic camera in relation to game sprites
3. Setting pivot of sprite
4. Changing size of sprite by changing pixels per unit property of sprite, increasing ppu decreases the size. It is better practice to set the ppu in power of 2.
5. Rigid body 2d ->body type-> dynamic vs kinematic
   1. Dynamic make is movements in world which totally relies on physics engine
   2. Kinematic makes it possible for us to move object via script
6. Collider with is trigger check on to avoid the colliding effect rather just trigger.