Video references :

Rotate camera around an object:

<https://youtu.be/iuygipAigew>

2D movement and animation:

<https://youtu.be/rycsXRO6rpI>

Animation triggers:

<https://youtu.be/N73EWquTGSY>

Making the camera better in 2D:

<https://youtu.be/2jTY11Am0Ig>

Object pickup using triggers:

<https://youtu.be/qD7fDop-Ptw>

Slingshot mechanic videos:

Slingshot using spring joint 2D:

<https://youtu.be/VOEtOGmHoeE>

Older angry birds replica, slingshot 2D:

<https://youtu.be/QM8M0RainRI>

Website references :

I have found a lot of unity documentation which I think is going to be very helpful to me.

<https://docs.unity3d.com/Manual/index.html>

<https://docs.unity3d.com/ScriptReference/Transform-rotation.html>

<https://docs.unity3d.com/Manual/Coroutines.html>

<https://docs.unity3d.com/ScriptReference/Quaternion.html>

<https://docs.unity3d.com/Manual/QuaternionAndEulerRotationsInUnity.html>

<https://docs.unity3d.com/ScriptReference/Physics2D-gravity.html>

<https://docs.unity3d.com/ScriptReference/Animation.html>

<https://docs.unity3d.com/Manual/class-SpringJoint2D.html>

<https://docs.unity3d.com/ScriptReference/Vector2.html>

<https://docs.unity3d.com/ScriptReference/Rigidbody2D.html>

<https://docs.unity3d.com/ScriptReference/Rigidbody2D-isKinematic.html>