2a) A particle system in Unity provides visual effects. In Zombie Runner, we used a Particle System to show when the gun is firing a bullet there is fire coming from the tip of the rifle, so it looks more life-like.

4a) Animation controller refers to the assortment of animations and transitions, basically allowing the facilitation of animations and transitions. Animations are the ways an object moves. Transition refers to how the game objects transition from one state to another. Exit time is not affected by any other factor in the game. On the other hand, conditions are not time-bound, but rather bound by a specific action(s) occurring.