2a) Grid snapping is when you snap an object at a precise location on the grid. Snap increment makes it so every move made is done incrementally by the value which is set.

3a) The ExecuteAlways attribute in Unity allows you to troubleshoot the game when not even playing the game by having the scripts run without even playing the game. This is how editors edit a game without pressing start.

5a) Linear Interpretation (LERP) is used to facilitate the smooth transition of game objects as they move from point starting and ending destination. This function takes 3 parameters, first it takes the startPosition–where the path starts–and it takes the endPosition–where the path ends–and it also takes in travelPercentage–how close it is to finishing its path from 0 to 1, 1 being completed its path.