Algorithm:

Fool proof brute force path finding algorithm with backtracking and mechanic logic

File in Unity Editor:

Open – Save – Save As – Reload

SceneView:

How to handle a mouse click

How to handle keys

How to draw a lot of gizmos, handles on sceneview

ScriptableObjects:

Usage – will not save data if not serialized

Dictionaries are not serialized

SerializableDictionary

Todo:

Handles.Label rotation