**Task 2**

1. **Using your own words to explain, briefly, what the Scene view, Hierarchy view and Inspector view are respectively and their main functionalities (roles).**

The Scene view is a window in Unity where you can visually compose and arrange your game scenes. It provides a 3D representation of your game world and allows you to navigate and position objects within it.

The Hierarchy view displays a hierarchical list of all the objects in the current scene, showing their parent-child relationships. It allows you to organize and manage the objects in your scene.

The Inspector view provides detailed information and properties of the selected object, allowing you to modify its attributes, components, and behaviors.

1. **How to move, rotate and zoom a game object? Provide two options to do so. What are the main difficulties to control the objects, if any, according to your opinion?**

**To move, rotate, and zoom a game object, there are two options:**

- Option 1: Select the game object in either the Scene or Hierarchy view, and then use the transform manipulators in the Scene view to move, rotate, or scale the object. You can click and drag the arrows to move along the respective axes, click and drag the rotation gizmo to rotate around the object's origin, or click and drag the cube handles to scale the object.

- Option 2: Select the game object and use the transform controls in the Inspector view. The position, rotation, and scale values can be directly modified by typing in the corresponding fields.

**The main difficulties in controlling objects can include:**

- Accidental misplacement or unintended transformations due to imprecise mouse movements.

- Difficulty in aligning objects precisely along specific axes or angles.

- Managing complex transformations involving multiple objects or hierarchies.

1. **Look at your unity project folder in your laptop/PC. Many files and sub-folders, right? What are files/folders the most essential (to backup) and what folders/files are actually generated by Unity itself (which could be removed to deploy the project)?**

In the Unity project folder, the most essential files/folders to backup include the Assets folder, which contains all the assets used in the project (such as scripts, textures, models), and the ProjectSettings folder, which stores project-specific settings and configurations. These folders ensure that the project can be restored and built correctly.

Unity also generates some files and folders that can be excluded from deployment, including the Library folder (which caches imported assets and other generated data), the Temp folder (which stores temporary files), and the obj and bin folders (which hold intermediate build files). These can be regenerated when needed and are not necessary for the final build of the project.