2. a. Grid Snapping means that the objects in Unity default to moving along the grid lines. Thus, if you set the grid size to 10, the objects can be moved along the grid in increments of 10 units. Incremental snapping allows for grid snapping to be done in smaller steps by holding the ctrl key. For example, you might want to move the object in increments of 2 while having the default grid snap set to 10.

3. a. The ExecuteAlways attribute allows for a piece of code to execute even while not in play mode. In the case of the Tile, this allows for the text to display during both Scene/Edit mode and Game mode.

5. a. LERP allows for movement to occur smoothly from one point to another. It does this by calculating many points along a straight line between the start and end points and placing the object at each point over time. The points are determined by a percentage (between 0 and 1) which is incremented until the percentage reaches 1 (100%).