

## Project: "Neon Survivor" (Vampire Survivors Clone)

- **Type:** 2D
- **Genre:** Top-Down Arena Survival / Roguelite
- **About:** The player controls a character in a single large arena. Waves of simple enemies constantly spawn and move toward the player. The player automatically fires weapons, and must collect gems dropped by enemies to level up and choose new power-ups.
- **Technical Requirements:**
  - **Spawning System:** Script to spawn enemies outside the camera view continuously.
  - **Physics:** Rigidbody2D and CircleCollider2D for the player and enemies. Kinematic movement for enemies (moving directly towards player coordinates).
  - **Prefabs & Instantiation:** Heavy use of prefabs for bullets and enemies. (Bonus: Implement "Object Pooling" so the game doesn't lag).
  - **UI System:** An XP bar, a health bar, and a pause menu that pops up offering 3 random upgrades when the player levels up.