

## Project: "Castle Siege 2D"

- **Type:** 2D
- **Genre:** Tower Defense
- **About:** Enemies walk along a predefined path from the left side of the screen to the right side (the Castle). The player must click on designated spots to spend gold and build towers that shoot at the enemies.
- **Technical Requirements:**
  - **Waypoints:** An array of Transform points that enemies move between sequentially.
  - **Raycasting/Mouse Input:** Detecting where the player clicks to place a tower on the grid.
  - **Distance Logic:** Towers must use `Vector2.Distance` to find the nearest enemy and fire at them.
  - **Resource Economy:** UI that tracks Gold. Enemies give Gold when they die (`OnDestroy` logic).