

## Project: "Polygonal Protocol"

- **Type:** 3D
- **Genre:** First-Person Shooter (Arena)
- **About:** A low-poly, fast-paced FPS where the player must survive against waves of zombie-like robots. The focus is on tight shooting mechanics, managing ammo, and navigating the 3D space.
- **Technical Requirements:**
  - **3D Raycasting:** Firing the weapon must use Physics.Raycast from the center of the camera to detect hits instantly.
  - **Basic AI:** Enemies must use Unity's **NavMesh Agent** to intelligently navigate around walls and ramps to reach the player.
  - **First-Person Controller:** Smooth mouse-look math and keyboard movement in 3D space (using CharacterController or Rigidbody).
  - **UI & Audio:** Ammo counters, crosshairs, and spatial 3D audio (sound gets louder as enemies get closer).