Project: "Deep Sea Salvage" (3D Underwater Exploration)

- **Genre:** Adventure / Simulation

- **About the Game:** The player controls a small submarine at the bottom of the ocean. They must collect metal scrap while avoiding naval mines and managing water pressure levels.

- **Technical Requirements:**

    o **Buoyancy & Drag:** Simulate underwater movement by modifying the **Drag** and **Angular Drag** in the Rigidbody component. The submarine should have inertia and not stop instantly.

    o **3D Lighting (URP):** Utilize **Fog** and **Spotlights** to create a dark, atmospheric deep-sea environment.

    o **Inventory System:** A system that tracks the amount of scrap collected and its total weight (the heavier the load, the slower the submarine moves).