Project: "Tower Defense 3D: Cyber Attack"

- **Genre:** Strategy / Tower Defense

- **About the Game:** A classic Tower Defense game set in a 3D environment. Enemies advance in waves toward the center of a base, and the player must place defensive towers in strategic locations.

- **Technical Requirements:**

  - **NavMesh Pathfinding:** Enemies must automatically find their path around obstacles or walls built by the player using Unity's **Navigation** system.

  - **Object Pooling:** To optimize performance (FPS), projectiles should not be destroyed and recreated; instead, they should be "reused" via a pool (optional but nice-to-have).

  - **Upgrade System:** Clicking on a tower must open a UI (**World Space Canvas**) that allows the player to upgrade the tower's range or damage.