Project: "Neon Heist"

- **Type:** 2D

- **Genre:** Top-Down Stealth / Puzzle

- **About:** The player controls a master thief sneaking through a high-tech museum. They must avoid the vision cones of patrolling security guards and security cameras, hack terminals to open laser doors, steal the target artifact, and reach the extraction zone.

- **Technical Requirements:**

  - **Vision Cones (AI Detection):** Using a PolygonCollider2D set as a Trigger attached to guards. If the player enters it, they must use a Physics2D.Raycast to check if there is a wall between the guard and the player.

  - **Patrol Logic:** Guards must move between a list of Transform waypoints using an array and Vector2.MoveTowards, pausing for a few seconds at each stop.

  - **Interaction System:** A modular script where pressing "E" near a terminal disables specific objects (like laser walls) by turning off their SpriteRenderer and BoxCollider2D.

  - **Stealth UI:** A "Suspicion Meter" that fills up if the player makes noise or gets too close to the guards, along with a countdown timer for the heist.