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```
/// <summary>
/// Applies the selected skill upgrade.
/// </summary>
/// <param name="skillIndex">Index of the skill (0 = stamina, 1 = attack, 2 = armor)</param>
private void ApplySkill(int skillIndex)
{
    switch (skillIndex)
    {
        case 0: // Increase stamina regeneration
            playerStats.regen_stamina += 1;
            break;
        case 1: // Increase attack power
            playerController.power_of_player += 10;
            break;
        case 2: // Increase armor
            playerStats.armor_player += 1;
            break;
    }

    FinishSkillSelection();
}

/// <summary>
/// Closes the level-up menu and resumes the game.
/// </summary>
private void FinishSkillSelection()
{
    Time.timeScale = 1; // Resume game time
    Destroy(gameObject); // Remove level-up UI
}
```