**Shooting Game 3D Demo**

**Player**

* WASD to move Player
* Press Left Shift to dash forward in the current movement direction.
* Left Mouse Button fires a bullet straight forward from the player’s facing direction.

**Enemy**

* The enemy should only start attacking when the player is inside this range and within the field-of-view cone

**Wave Spawner**

* There should be 10 waves to start.
* Example setup (configurable in Inspector):

● Example setup (configurable in Inspector):

● Wave 1: 5 enemies (Wave 1 \* 5)

● Wave 2: 10 enemies (Wave 2 \* 5)

● Wave 3: 15 enemies (Wave 3 \* 5)

● —

● Wave N: N \* 5 = Total Enemies in this wave

* The next wave starts only when the current wave’s enemies are all defeated.
* Player wins when GameWaveCount all waves are completed.