

# Area of Effect (AOE) with Save System

## Summary:

- Implement an **Area of Effect (AOE)** system that detects all enemies within a given radius.
- Apply damage to the affected enemies.
- Store the affected enemies in a **List**.
- Convert the list to **JSON** and save it using **PlayerPrefs**.
- Ensure that when loading the saved data, the enemies are correctly shown in the List.