

Event-Driven Enemy Spawning System

Summary:

- Implement an **event-driven enemy spawner** using Unity's event system (`C# Events` or `UnityEvents`).
- The system should allow other scripts to subscribe to "**OnEnemySpawn**" and "**OnEnemyDefeat**" events.
- Ensure that enemies are spawned dynamically when a trigger condition is met (e.g., time-based, wave-based, or player actions).
- When an enemy is defeated, fire an event to notify other game systems (e.g., update a UI counter, trigger an item drop).
- Make sure that the system remains **flexible and expandable** for different game modes.