Here’s a list of Unity game projects, starting from easy and progressing to hard:

**Beginner Projects (Easy)**

1. **2D Pong** – Simple physics-based paddle and ball game.
2. **Brick Breaker** – Classic arcade game with bricks and a bouncing ball.
3. **Endless Runner** – Character running with obstacles (Flappy Bird or Subway Surfers style).
4. **Top-Down Shooter** – Simple twin-stick shooter with basic AI.
5. **Tic-Tac-Toe** – Simple turn-based game with AI or multiplayer.
6. **Basic Platformer** – Side-scrolling jumping game (Mario-like).
7. **Memory Matching Game** – Flip and match cards game.

**Intermediate Projects (Medium)**

1. **Tower Defense** – Defend against enemy waves by placing towers.
2. **Simple RPG** – Basic combat, inventory, and quests.
3. **First-Person Shooter (FPS)** – Basic shooting mechanics with AI enemies.
4. **Multiplayer Game** – Basic online game using Photon or Mirror networking.
5. **Racing Game** – 3D car physics and AI-controlled opponents.
6. **2D Metroidvania** – Exploration-based platformer with unlockable abilities.
7. **Tycoon/Idle Game** – Clicker game with incremental upgrades.

**Advanced Projects (Hard)**

1. **Open-World Survival Game** – Resource gathering, crafting, and AI enemies.
2. **Advanced FPS (Battle Royale)** – Large-scale multiplayer shooter.
3. **MOBA Game** – Multiplayer online battle arena (like Dota/LoL).
4. **City-Building Game** – Managing resources, economy, and buildings.
5. **VR Game** – Virtual reality interaction and physics-based mechanics.
6. **Procedurally Generated World** – Dynamic levels or terrain generation.
7. **MMORPG** – Persistent world with player progression, quests, and networking.

Would you like details on any specific project? 🚀