Collect an item from every island to win.

Boss drops final coin??? Always

Coin is a trigger but needs to be deleted and add coin collected count

Make it so when you collect all coins you win

Enemy needs to walk and attack the player – nav mesh and distance check to trigger hit

Hit needs to be random from jump and combo punch

Plyer needs to deal damage

Enemy need to have health

Enemy needs to trigger die bool when enemy has no health no health

Player falls below a certain y axis – teleports to spawn

Menu setup

No sound – no time

Enemy needs to have idle animation – blend with walking