**Golem Boss Concept**

**Spawn:**

The Golem Boss first spawns when the player pops 100 balloons or above. If the player happens to lose points and goes below 100 popped balloons then the boss leaves (with current health) and comes back once the player pops 100 balloons again.

-Once the Golem boss loses half of its HP, it leaves. The boss will then come back again once the player pops 150 balloons or more. Same concept as above, the unicorn will leave if the player drops below 150 popped balloons.

**Attack:**

The boss will aim where it will punch (pause for a random time of 1-2.5 seconds ~ throws the player off ☺). The boss will punch randomly in within a random time of 3-6 seconds. Once the boss loses 65% of its HP, it will start using both arms to punch, randomly or together.

**Health:**

The golem boss has a total of 600 HP. Every second the player shoots a rainbow at the golem will cause the boss to lose -1 HP (I.E. would take 600 seconds to kill the golem if the player shot the boss every second).