**Unicorn Boss Concept**

**Spawn:**

The Unicorn Boss first spawns when the player pops 60 balloons or above. If the player happens to lose points and goes below 60 popped balloons then the unicorn leaves (with current health) and comes back once the player pops 60 balloons again.

-Once the Unicorn loses half of its HP, it leaves. The unicorn will then come back again once the player pops 120 balloons or more. Same concept as above, the unicorn will leave if the player drops below 120 popped balloons.

**Attack:**

The unicorn will shoot a beam of rainbow at a random location in random intervals of anywhere between 5 seconds to 10 seconds.

**Health:**

The unicorn has a total of 200 HP. Every second the player shoots a rainbow at the unicorn will cause the boss to lose -1 HP (I.E. would take 200 seconds to kill the unicorn if the player shot the boss every second).