As the Designer, the main tasks of the project are to make a UI that is easy to use for the player and is easy for the player to get around. This means having the health bar, power bar, objectives, and menus being designed well and in great quality. Also, with another Task of the designer is to implement level design, the level design must be challenging but also fair enough that the player can advance with the power ups, another part of the level design is to ensure that it is fun for the player to come back and play again.