**Design Document - Level Design**

The game has 4 islands. Every island has tokens and health power ups as collectibles. The user needs to collect five token to win the game. The user needs to go to at least three islands to win the game because that’s how the tokens are placed. The player character can shoot projectiles as an extra mechanic and damage the enemies.

The first island has pursuers (grey colored) as enemies, the second island has mortars (yellow colored) and pursuers as enemies, the third island has pursuers and flying enemies, and lastly the fourth island has a custom enemy (Blue colored), which is capable of shooting projectiles and following you by damaging your health.

The player can restart the game when he runs out of health, a You Won screen is also displayed is the player was successfully able to collect all 5 tokens without dying.