**Overview**

This game challenges players to collect all the collectibles scattered across a map while avoiding threats from three types of enemies. The map is composed of floating islands, where both collectibles and enemies are present. Players must carefully navigate through these islands, avoiding enemy attacks and ensuring they don’t fall off the map to succeed.

**Objective**

The goal of the game is to collect all 15 collectibles. These items are spread out across different islands, and players need to explore thoroughly to find them all. Some collectibles are hidden in blind spots, requiring players to explore the environment carefully.

**Enemy Types**

There are three types of enemies on the map, each posing different threats:

1. **Patroller**: From a distance, the patroller moves around. When the patroller spots the player, the patroller will begin chasing the player. If the player goes out of range, the patroller returns to its normal path
2. **Mortar**: The mortar constantly shoots projectiles (affected by gravity) around itself. When the projectile hits the ground, there is a blast radius that will damage the player if they are close enough. If the player is damaged by the projectile, they will be knocked back
3. **Shooter**: Roams the map and fires projectiles in the direction it’s facing. Players need to plan their routes to avoid getting hit by their projectile.

Every collectible on the main island is guarded by one of the enemy types. Players will need to strategically plan their approach to these items, as there will always be an enemy nearby that poses a direct threat.