extends RigidBody2D

export (int) var MIN\_SPEED

export (int) var MAX\_SPEED

var Rain\_type = ["Lightest","Light","Heavy","Heaviest"]

var screensize

var score = 0

func \_ready():

screensize = get\_viewport\_rect().size

#print (weight)

#$gravity\_time.start()

$AnimatedSprite.animation = Rain\_type[randi()% Rain\_type.size()]

func \_on\_VisibilityNotifier2D\_screen\_exited():

if position.y > screensize.y:

queue\_free()

#print ("free")