# Beta playtest feedback session 1

Hint displayed in exit if animals are not following has a typo

Player can clip and be on top of pen gate fences

Player can be on top of trees in top left side of the level

Animals not following closely

Animal teleporting and getting stuck in bushes

Player controls feel wonky/like a tank. But some people like it

Beta Playtest feedback session 2

Lose screen tip needs rescaling and relocating(FIXED)

Game needs some form of text based context(FIXED)

Font on the medium and hard levels are inconsistent(FIXED)

Font on the main game screen needs relocating to a more convenient location on the screen. (FIXED)