//where rain should start

var xPositions = [200];

var yPositions = [0];

//main for loop for rain

for(var j = 0; j < 40; j++){

xPositions.push (random(0,399));

yPositions.push (random(0,-400));

}

//draw canvas for rain

draw = function() {

background(204, 247, 255);

noStroke();

fill(0, 200, 255);

//changes direction of rain

for (var i = 0; i < xPositions.length; i++) {

ellipse(xPositions[i], yPositions[i], 10, 10);

yPositions[i] += 5;

xPositions[i] += -4;

if(yPositions[i] > 400){ yPositions[i] = -10;}

if(xPositions[i] < 0){ xPositions[i] = 410;}

}

};