**Playtesting Prototype**

* Idle and Walking animations are fluid and don’t need moderation.
* Lightning effects work as intended.
* The raindrop aesthetics (dark blue) work as intended.
  + They fall in the foreground in front of the ground, not the background.
    - To fix this, they will require layer re-ordering.
  + Upon dying, hitting the ‘Restart’ button causes the raindrop aesthetics to turn pitch black – the effect is nullified when the game is reset in Unity.
* The raindrop object (light blue) works as intended, the pooling system recycles ‘used’ rain which helps maintains performance.
* The grass colliders work to fulfil their purpose to produce run-offs from raindrop object collisions.
  + Some blades of grass’ colliders aren’t measured exactly so in certain areas of the level; raindrop objects are falling through.
    - To fix this, resize the grass colliders to match the size of the grass.
* The run-offs may collide with each other which forces some to alter their movement when they should not.
  + - To fix this, the run-offs should phase through each other to avoid collision but can still collide with the grass, ground, player character and pick-up object.
  + Their lifetime is too long when they don’t roll down the grass or hit the ground.
    - To fix this, their lifetime should be decreased by a set amount.
  + They do not despawn as they hit the ground and will proceed to damage the player character if they touch.
    - To fix this, they should be destroyed upon colliding the ground, player character or the pick-up object.
* The pick-up object is click-able within proximity as intended and helps guard the player character by reducing damage taken by raindrop objects and run-offs.
  + It doesn’t fully block damage from the above objects; when a run-off hits the pick-up object, both entities take 5 points of damage, if a raindrop object hits the leaf, both entities take 10 points of damage (which is no different than not having the pick-up objects protection.
  + The pick-up object has far too much health to be a temporary item and doesn’t distribute damage properly.
    - To fix this, the pick-up object should ‘soak’ the damage the player would receive and have its base health reduced.
  + The pick-up object remains attached to the player character once its health has reached 0.
    - To fix this, the pick-up object should either be destroyed and reset to its origin or use SetActive(False) to hide it. A desirable addition is to enable the pick-up object’s health bar once it’s picked up by the player character and deactivated when it has 0 health remaining.
* The player character’s health bar doesn’t show a visual display of health loss until it reaches <80.
  + - To fix this, the slider should be adjusted so the player can see the damage if the player character has 80 < x < 95 health.
* There are no ‘world borders’ which won’t prevent the player from falling off the level. Some tall and thin box colliders should fix this issue.