**Play Testing**

After having the game play tested by two of my room mates they both enjoyed the smooth run through, They both liked the leaf mechanic and also the rain and the pacing of the game, they also liked the lightening which gave a certain atmosphere to the game.

Pros

* Rain drops both art and scripting
* Movement of the ant
* Background effects
* Level design

Cons

* Level was short
* Art work could have been improved but given the time frame it was good
* The animations could have been more fluid
* Raindrops could have been reduced in size

We spent a total of 1 hour 20 minutes play testing and asking for feedback.