After a playtesting session we discussed terrains, multiple ball types and any additional thoughts that people had.

**Terrains:**

In general people agreed that the terrains added onto the gameplay, however people felt that the terrains should last for longer. Players liked that the different terrain would randomly appear and disappear during gameplay.

**Multiple balls:**

Players didn’t actually feel that four ball types were too many. They were open to the idea of introducing cooldowns but weren’t sure how they could be neatly shown in the UI and they wouldn’t want it to clutter the map

**Additional comments:**

Players wanted more angles in the levels to bounce off of

Players want random terrains to be the default

Sound effects