“With the ripples the ball makes, it can get way too bright to see anything. Maybe if you change it so with each ripple that spawns, the ripple dulls as it is losing energy” : 23-year-old male

“Very fun. I like how the ball lights the area up. Good easy fun. Also like the mechanics of the game” : 21-year-old male.

“Seems pretty cool, I like the concept and design but having it pitch black without throwing the ball makes it so awkward.” : 21-year-old male.

“It is really cool, sounds awesome and want to try more as it progresses.” : 26-year-old female.

What I can gather from the play testers is that the idea is great, the mechanics are fun and there is a fair bit of easy fun with just lighting up the area with the ball. However, the physics can be a bit off as there is some ways to “break” the game, and maybe rewarding players for some hidden content would be a good idea too. Seems that it will be well received with people. They also like how you throw the ball to light the area to navigate. Each play tester wants to try the game out in later stages or in its finished stage.