Capsule = character

Large Capsule = Bear

Moving Speres = Enimies

Green Sphere = Fruit (Please be patient, there is an issue with fruit not disappearing like supposed to in build.)

Boxes pushable/button/switch

Questions:

Does the Game progress make sense?

Is it difficult enough to challenge you/ easy enough so everyone can play?

Does the companion cube work in the game? Is it used enough/not enough?

Did anything “break” during your play test?

What is Something You think could be better?