

Known bugs and limitations

Bugs:

The angle is inverted in the y-axis

When pausing the game by pressing the home button the game loop stops, but the time per frame continues to count, resulting in that when the game is resumed again, the following update will have a huge tpf.

It is possible to go through walls if the update is too long

It is possible to get stuck in a corner of an obstacle if the update is too long

The high score isn't saved properly sometimes. When the bug occurs, multiple entries of the top score is saved.

Limitations:

The back button exits the game instead of taking the player back to the menu as it's supposed to.

The credits button does not work.

You can only play the game once, then you need to restart the game to play again