Alex Tuckner

Bug Report

Bugs:

- When a robot hits the homebase, it often sends an event collision to another robot. I think this bug may be caused by the fact that we are iterating through the vector of robots and entities while deleting and adding objects to these arrays. Was unable to fix this one in time.
- (Rare) Objects randomly get stuck in one another.
  - This can happen with the homebase if it random changes direction back towards the object it just collided with, then it will attempt to move that way, then go back to its previous location, but since the previous location was in the robot, it get stuck
  - When this occurs, the next time the homebase chooses a random direction, it will get unstuck by itself.
- Segmentation fault when closing the game.
  - Does not affect gameplay in any way.

Bugs I think I fixed, but may not have completely:
- Initially, there may be a bug when you try to run the code:
  - Caught exception in main loop: stod: out of range
- There may be a random Segmentation fault (rare) that causes game to crash
  - Should just be able to restart and it should work again.
- On rare occasion, collision between SuperBot and distress robot, does not cause the robot to unfreeze.

Other:
Robots are currently all initialized to the same heading angle. (Not technically a bug)
- All entities have initialization that is hard-coded
Robots and SuperBots do not avoid/sense walls (Not technically a bug)
- They will just collide with walls