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| Did you encounter any glitches/bugs? Whenever possible, detail any bugs found and how to recreate them. |
| The npcs, when approaching to investigate the PC or garbage, if they collide with the wall at an angle they begin to spin rapidly. Tossing more garbage nearby causes them to increase speed. It is very alarming. This can be recreated especially easily in the first puzzle with the single guard behind a wall, if the garbage is thrown close to the wall in the lower right hand side of the map, the guard will begin to approach to investigate and the collision will occur and end them spinning. |
| I detailed one bug in the previous section. Guard got caught on a plant after I threw all my garbage, and spun in an endless circle. |
| ############################################################################################  FATAL ERROR in Vertex Shader compilation  ShaderName: shd\_multiply  D3DXCompile failed - result  at gml\_Object\_obj\_lighting\_tutorial\_test\_Draw\_64  ############################################################################################  This is a very significant issue and caused me to be unable to play the game. In order to replicate, simply load the game on a Windows 10 machine. |
| Two. I managed to get to finish a room and upon interacting with the door, the game crashed. I think it was missing an asset or something? The other bug was when I threw garbage near a guard standing near a plant. He tried to go towards the garbage and then started spinning in circles when he got stuck on the plant, becoming a beacon of light but also a huge danger zone. |
| Once in a while the office employees (obstacles) would begin spinning around, stuck in place. The game had a fatal error after a certain level. |
| Fatal Error!  When I attempted to enter a door at the end of a room, I was hit with a fatal error stating that it was unable to find any instance for object ’15’ name ‘obj\_GARB’. I do not know which room this was in, but I believe it was two rooms past where we met the old doctor and he distracted the guard for us. |
| There was a bug right at the end, when I tried to exit the building into the final cutscene. It ended the game for me, so I never got a chance to see the ending cutscene. |
| The most obvious bug is that the game crashes in level three and I couldn't continue into game anymore. After wiring the wire correctly, there's still a slight disjoint in the red wire in the electrical box. There's a colliding noise when starting in the second level, which can be easily solved by moving the player to a different starting location. |
| The was a game crash that i could not get past when you reach a elevator in one of the latter rooms. I attempted to get past it a couple times but could not. |
| I encountered a "Code Error" on one room. It was the second room after the first cutscene. I reached the door that led to the next room and pressed "E" to enter it. Afterwards, a dialogue box came up titled, "Code Error", and containing the following details. I pressed "Copy" to record the text, and then pressed "Abort". The game did not save any progress.  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  ############################################################################################  FATAL ERROR in  action number 1  of Step Event0  for object obj\_lighting:  Unable to find any instance for object index '15' name 'obj\_GARB'  at gml\_Script\_scr\_GARB\_outline  ############################################################################################  --------------------------------------------------------------------------------------------  stack frame is  gml\_Script\_scr\_GARB\_outline (line 0)  gml\_Object\_obj\_lighting\_Step\_0 |
| There was a critical failure when trying to go through the second door in the lobby levels. |
| one of the last levels - the hard one i spoke of earlier- i got to the door, pressed e and a fatal bug crashed the game, on multiple occasions. |
| I was unable to play it on my home computer as the aspect ratio cut off half the screen. And it did crash as I got to the end of the game multiple times |
| The game crashed as I attempted to leave the third floor second room. The bug is pasted at the end of this comment. Also (not sure if this is a bug) the guards, if they bump into me, reset the level. I could be just standing there, minding my own robot business, but if a guard even so much as comes too close, level reset :(.  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  ############################################################################################  FATAL ERROR in  action number 1  of Step Event0  for object obj\_lighting:  Unable to find any instance for object index '15' name 'obj\_GARB'  at gml\_Script\_scr\_GARB\_outline  ############################################################################################  --------------------------------------------------------------------------------------------  stack frame is  gml\_Script\_scr\_GARB\_outline (line 0)  gml\_Object\_obj\_lighting\_Step\_0 |
| no |
| 1. That 'hehe' sound everytime Dave speaks lol.  2. This showed on one of my computer. Which I guess you need to inform user you may need DX or some programs already in the computer to support your game.    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  ############################################################################################  FATAL ERROR in Vertex Shader compilation  ShaderName: shd\_multiply  D3DXCompile failed - result  at gml\_Object\_obj\_lighting\_tutorial\_test\_Draw\_64  ####################################################################  3. My second gaming laptop shows this when I pass the level after the level Dave saved me.  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  ############################################################################################  FATAL ERROR in  action number 1  of Step Event0  for object obj\_lighting:  Unable to find any instance for object index '15' name 'obj\_GARB'  at gml\_Script\_scr\_GARB\_outline  ############################################################################################  --------------------------------------------------------------------------------------------  stack frame is  gml\_Script\_scr\_GARB\_outline (line 0)  gml\_Object\_obj\_lighting\_Step\_0 |
| The only bug I found was the game breaking one at the end. If you play through the beta, you cannot miss this bug, because it constantly breaks the game and does not allow you to continue. |
| None that I can think of. |
| The first guard I encountered when throwing the trash at spun 360 degrees. The guards sometimes also twitch side to side when trying to find you. |
| On the escape screen all the actors still showed up even when the background disappeared. |
| I did not find any bugs, but I also could not complete the game, so take that with a grain of salt. |
| The final cutscene didn't play. I already detailed some bugs and issues earlier in my response.  Bumping into people seems like it happens too early. It feels like you should be able to get a little bit closer so that you can at least walk past people without giving them a berth a mile and a half wide. |
| There was this one time where I threw a piece of trash at a guard standing near a wall and he started spinning OUT OF CONTROL. I think it was the third level near the exit door but I might be mistaken on the level number. But it was a great feature, helped me solve the puzzle. |
| When I interacted with the exit door at the end of the level with the two janitors and the guard, i got an error saying that there was a problem because object 15 was not in the level and it was affecting the lighting. This forced me to abort the game. |
| I did not find any glitches/bugs. Good job! |
| I can't remember any specific details on this topic. |
| I found an error in about sixth level when I am opening the door. "Unable to find any instance for object index '15' name 'obj\_GARB' at gml\_Script\_scr\_GARB\_outline" |
| No bugs. |
| Yes, the game crashed in one of the room. I cannot remember which, but its after the dialogue part. |
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