

COMP710 Team JN Project Known Issues

Control input:

Due to how windows handles keyboard input, it is possible for a key to be “stuck” down after holding it for a short length of time. If a key gets stuck down, this can be fixed by simply pressing the same key again.

GUI Errors:

Due to incorrect GUI input handling, it is sometimes possible to not be able to left click a button to activate it. Multiple clicks should allow activating the button. Nikkolas needs to change this to occur during the games handle controls phase, rather than handling the input during the process phase.