

ID: 01
Creator: Artem Andriushchenko
Summary: The tank moves in a vertical position relative to the ground.
Description: The tank moves from a horizontal position to a vertical position relative to the ground during the game. The gameplay continues.
Steps to reproduce:

1. Log in to the game.
2. Go to mission "#14"
3. Run down at high speed from the embankment of the railway track.
4. Pay attention to the position of the tank relative to the ground.

Actual result:

The tank moves in a vertical position relative to the ground.

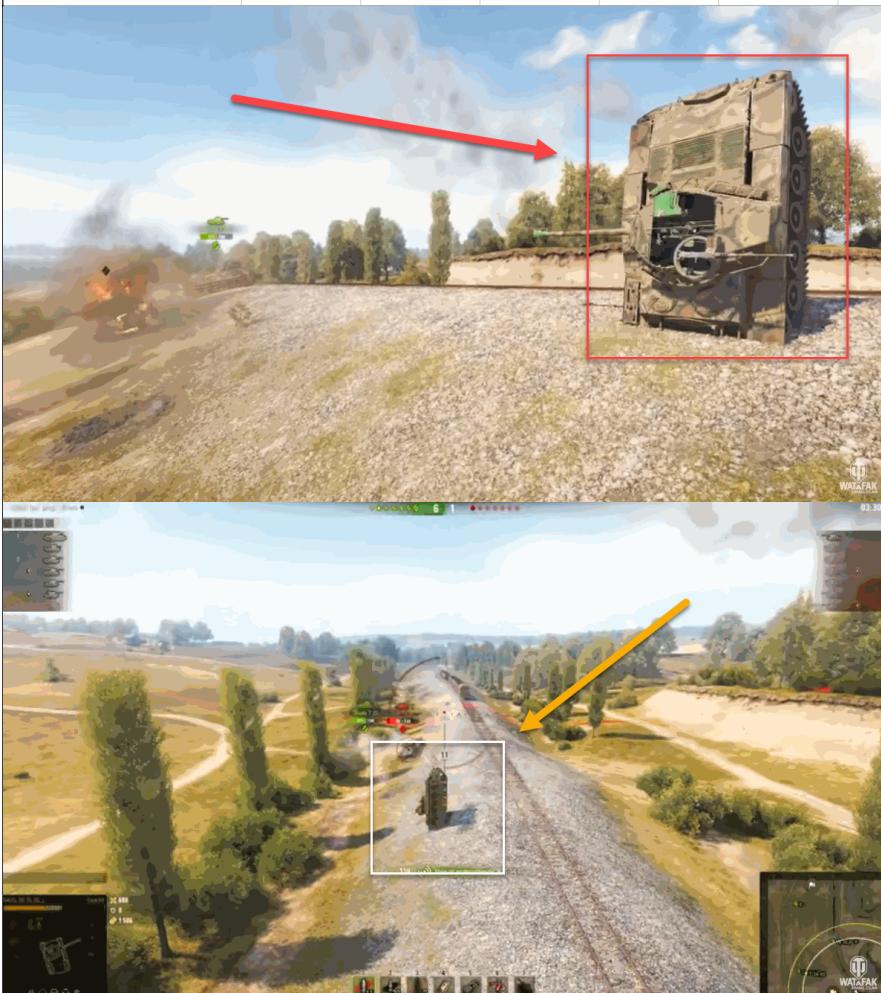
Expected result:

The tank moves in a horizontal position relative to the ground.

Priority: High

Severity: Crash

Attached Files:



ID 02
Creator: Artem Andriushchenko
Summary: The tank flies high above the game map and at the same time throws it to the side.
Description: The tank flies high and at the same time is thrown aside after it passes through the dugout wall in its path.
Steps to reproduce:

1. Log in to the game.
2. Go to mission "#7"
3. Move without turning on the tank to the dugout, which is located on the elevation of the game map.
4. Pay attention to the reaction of the graphics / physics of the tank after it passes through the wall of the dugout in its path.

Actual result:

The tank flies high above the game map and at the same time throws it to the side.



ID: 03

Creator: Artem Andriushchenko

Summary:

The tank drives through a piece of rock relief.

Description:

The tank drives through a piece of rock that is several times the size of the tank itself.

Steps to reproduce:	
1. Log in to the game.	
2. Go to mission "#5"	
3. Cross the hill on the elevation of the game map	
4. Move non-stop in the direction of rock fragments	
5. Pay attention to the reaction of the graphics / physics of the tank after it passes through the rocky terrain in its path.	

Actual result:	
The tank drives through a piece of rock relief.	
Expected result:	
The tank crashes into a fragment of the relief rock.	
Priority:	High
Severity:	Crash
Attached Files:	



ID:	04
Creator:	Artem Andriushchenko
Summary:	The tank flies up to the bridge a few seconds after it falls into the river.
Description:	The tank flies up to the bridge from the river below, after a short period of time after it falls into the same river.
Steps to reproduce:	
1. Log in to the game.	
2. Go to mission "#2"	
3. Drive up to the bridge within the city, next to a two-story house.	
4. Direct the tank into the river from the bridge.	
5. Pay attention to the reaction of the graphics / physics of the tank after it falls into the river.	
Actual result:	
The tank flies up to the bridge a few seconds after it falls into the river.	
Expected result:	
The tank remains under the bridge after it falls into the river.	
Priority:	High

