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IT6034 Project Test Log

Issue #1

Player begins to move backwards after picking up too many frisbee's

Solution #1

Under the function where the player pickess up the frisbee, create an if statement that checks if the players movement speed is greater than Zero and only reduce the speed and stamina if the condition is met.

Issue #2

Player is able to move in front of the top of large trees

Solution #2

Change the obstacles 'Z' index to 2

Issue #3

If two frisbees are to collide with one another they trigger the function that they have been picked up adding to the score.

Solution #4

Obtain a reference to the players area 2D node inside the frisbee script, check if the frisbee enters the players are 2D and only carry out the caught state if the condition is met.

Issue #5

Once a new level/scene is loaded the previous score is carried over

Solution #5

At the point of loading the new scene, inside the 'level end' menu scene, set the two globals; score, and time to their original values.