|  |  |  |
| --- | --- | --- |
| **Index** | **Description** | **Solution** |
| 0 | **[Bug Name Here + Date it was found]**  [Describe the bug here. Provide reproduction steps as well] | **[Date it was solved]**  [Describe how the bug was solved] |
| 1 | Camera 2 units higher than desired position. Occurred every time game is loaded. | 3/11/2023 – Set camera offset requested tracking mode to ‘device’ instead of ‘default’. |
| 2 | Wrist menu not appearing when pause button is pressed. Occurs first time pause button is pressed when loading main scene. | 3/11/2023 – Removed line of code instantly hiding pause menu the first time it is loaded. |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |

Catch! VR Bug Tracking

Jason Captor