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| **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 | 3/11/2023 – 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 | 22/09/2023 – Wrist menu not appearing when pause button is pressed. Occurs first time pause button is pressed when loading main scene. | 3/11/2023 – By inserting a breakpoint in method call, identified and removed line of code instantly hiding pause menu the first time it is loaded. |
| 3 | 01/09/2023 – Objects not flying away when hit by player. Occurred on every hit. | 15/09/2023 – Increased ‘mass’ of player weapons to be much greater than falling objects. |
| 4 | 03/11/2023 – Pause menu not interactable. Occurs every time pause menu is opened. | 03/11/2023 – Added Tracked Device Graphic Raycaster to pause menu to allow rays from hand controllers to interact with menu buttons. |
| 5 | 10/11/2023 – Secondary weapons (axe, dagger) clipping through player weapons. Occurs when level is increased and new weapon types drop. | 10/11/2023 – Changed collider from being a trigger to being a regular collider, matched other settings to primary weapon. |
| 6 | 15/09/2023 – Sound effects triggering multiple times, causing glitchy sound. Occurs when trigger colliders on falling objects touch non-trigger colliders on player swords and do not immediately bounce off. | 10/11/2023 – Added console output line under line triggering new sound see how many times sounds were being triggered. Updated code so a new sound effect can only play if the object is not already making a sound. |
| 7 | 10/11/2023 – Speedup function escalates much faster than expected. Occurs every time speedup threshold is reached. | 10/11/2023 – Using console output before and after speedup, found speedup value was overwritten in editor. Removed editor override. |

Catch! VR Bug Tracking

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