Catch! VR Platform-Specific Bug Tracking

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| **Index** | **Description** | **Solution** |
|  | **[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 | 10/11/2023 - On Oculus Rift S, weapons will stop falling and only potions will fall, with nothing spawning for some spawn phases. Occurs after a variable duration of play-time. | 12/11/2023 - Implemented object pooling to reduce system load from constantly spawning and destroying objects. |
| 2 | 10/11/2023 – On HP Reverb G2, speedup does not reset correctly, leading to playthroughs starting at higher speed. Occurs when launching the game for a second time. | 10/11/2023 – Changed when speed is set initially from global variable settings to Start function. |