Bug Report

Format – Short name describing bug

* Description
* Solution
* Related Game Objects
* Severity on scale of 1 to 5, higher is worse
* Type of bug – Keywords to describe the bug

Bug 1 – Bullet Impact Graphic:

* Description: When the player shoots an object, a decal and small effect is set on the surface to reflect the impact. The bug is that when the player shoots a moving object, i.e. an enemy, the decal and effect play at the point of impact, but the decal does not follow the enemy object. Resulting in a floating graphic once the enemy moves.
* Solution: Still not fixed, not a priority right now
* Related Game Objects: Enemy, Player, Gun System(Script)
* Severity: 1, Graphic despawns after short time, not severe enough to be immersion breaking, doesn’t affect gameplay
* Type of bug: Visual, duplicatable

Bug 2 - Enemy Navigation hiccups:

* Description: Enemies get hung up on certain parts of the flat geometry of the level, giving an appearance of seemingly navigating around objects that aren’t there to reach the player.
* Solution: Not fixed
* Related Game Objects: Enemy, Navmesh agent, Navigation tool
* Severity: 2, very unnatural looking when witnessed during gameplay, immersion breaking
* Type of bug: Visual, Random