

Date Reported	Reporter	Defect Description	Date fixed	Fixer	Solution Description						
11/4	Hunter	If item is caught, no more items come back	11/4	Siming	change y condition for checking power is not caught						
11/4	Octavio	Computer vision sometimes merges face with hand during hand tracking			Collect more hand-pixel samples from entire scope of movement						
11/4	Connor	Ball sometimes clips through ceiling and gets stuck	11/6	Connor	Manually move ball to edge of canvas after collision with ceiling to prevent the situation where the velocity is not enough to push it back						
11/4	Siming	can't go back to main menu in the help page	11/4	Hunter	Routing inside html was set wrong						
		power is still there if losing game and starting new	11/5	Siming	call a empty function for resetting						
		power is out of screen if player change window from big to small	11/5	Shujing	add initialX position in power item, set the range about power item.x, limit item appears in gamepage screen						
11/4	Shujing	If item is caught, when change the windows size, ballsize feature fail	11/5	Shujing	add radius change rate variable radius_size in ball.js, renew the ballsize featrue						
		If item is caught, when change the windows size, paddisize feature fail	11/5	Shujing	add paddle change rate variable width_size in paddle.js, renew the paddlesize featrue						
11/5	Shujing	ball position does not change when the window size is changed									
11/6	Connor	Game menu text will display below the actual menu on smaller screens	11/6	Connor	Added css instructions for smaller font size on smaller screens						
11/8	Connor	Pressing 'esc' before starting the game will cause the game to start on the pause menu	11/8	Connor	Add check for if game has started before altering 'pause' boolean variable						