**Fill in form instructions:**

**1 bug per ticket!**

Bug nr: Is het nummer van de bug, GL2-0011, dit zou bug 11 zijn van Gamelab 2.  
Version: Is het versie nummer van de game   
Priority: Geeft de prioriteit aan van de bug, in dit geval is het P2.   
 P1 = De game kan gewoonweg niet gespeeld worden (crashed bv). Tot  
 P5 = Kleine bug (vaak visueel) fiksen wanneer de tijd het toelaat.  
Severity: Minor / Medium / Major  
Type: In dit geval een coding error, kan ook visual error zijn, of gamedesign error etc.  
Assign to: Schrijf hier op aan wie de bug wordt toegewezen.  
Problem: Omschrijf het probleem  
Expected result: Wat verwacht je dat er gebeurd  
Actual result: Wat gebeurt er nu  
How to reproduce: Schrijf hier de stappen op die je door moet om het te herproduceren

Indien gefixt kan de Q.A. manager de bug van een paraaf voorzien.

Bug ticket template (niet invullen):

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Bug nr: 1 | Version |  | Priority | Severity | Type | Assign to |
| Hier invullen | Hier invullen |  | Hier invullen | Hier invullen | Hier invullen | Hier invullen |
| Problem | | | **How to reproduce** | | | |
| Expected result  Actual result | | |  | | | |
|  | | |  | | | |
| Paraaf: | | |  | | | |
|  | | |  | | | |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bug nr: 1 | Version |  | Priority | Severity | | Type | | Assign to | | |
|  | 1.5 |  | High | Medium/Major | | Character  Controller | | Dev | | |
| Problem | | | **How to reproduce** | | | | | | | |
| Player can double-jump.  Expected result  A single jump.  Actual result  Two jumps. | | | Pressing the spacebar twice anywhere. | | | | | | | |
|  | | |  | | | | | | | |
| Paraaf:Patrick | | |  | | | | | | | |
|  | | |  | | | | | | | |
| Bug nr: 2 | Version |  | Priority | Severity | Type | | Assign to | |
|  | 1.5 |  | High | Minor | Visual | | Art | |
| Problem | | | **How to reproduce** | | | | | |
| UV’s of the rifle are visible  Expected result  Seamless texture  Actual result  Texture seam | | | Equip the rifle | | | | | |
|  | | |  | | | | | |
| Paraaf:Patrick | | |  | | | | | |
|  | | |  | | | | | |
| Bug nr: 3 | Version |  | Priority | Severity | Type | | Assign to | |
| Launcher reload anim | 1.5 |  | Major | Medium | visual | | Art | |
| Problem | | | **How to reproduce** | | | | | |
| The animation bugs after the launcher has reloaded. The launcher will take a different position  Expected result  Weapon is expected to return to the normal position after the animation has finished  Actual result  Weapon “teleports” to a different position | | | Reload the launcher | | | | | |
|  | | |  | | | | | | |
| Paraaf:Patrick | | |  | | | | | | |
|  | | |  | | | | | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | | |  | | | | |
| Bug nr: 4 | Version |  | Priority | Severity | Type | Assign to | |
| HUD does not draw elements | 1.5 |  | Major | High | UI - HUD | Development | |
| Problem | | | **How to reproduce** | | | | |
| HUD does not draw dynamic elements such as Health and ammo pickups and enemies  Expected result  Visible dynamic elements in the Radar HUD  Actual result  Empty Radar | | | On load | | | | |
|  | | |  | | | | |
| Paraaf:Patrick | | |  | | | | |
|  | | |  | | | | |
|  | | |  | | | | |
|  | | |  | | | |
| Bug nr: 5 | Version |  | Priority | Severity | Type | Assign to |
| Player Spawn bug | 1.5 |  | **SHOW STOPPER** | **SHOW**  **STOPPER** | Gameplay | Development |
| Problem | | | **How to reproduce** | | | |
| Player is not instantiated  Expected result  Player should spawn on startup  Actual result  Player does not spawn | | | On load | | | |
|  | | |  | | | |
| Paraaf:Patrick | | |  | | | |
|  | | |  | | | |
|  | | |  | | | |