

Working Prototype Known Problems Report

Trash Toss (Recycling Game) | Team: We're Not Trash | November 30, 2016

Collision failures

Trash item will fail to collide with jelly bin. This failure will cause the next trash item to fail to respawn. In Unity, when the trash item fails to collide, it is never destroyed and therefore, the spawn coroutine is never called. A possible fix would be to test whether the trash item is on the screen and destroy it if it is not.

Background Music Slider

Background music does not play in the main menu. Music slider in the options menu is nonfunctional. It is possible the music file is incompatible with Unity and needs to be converted somehow.

List of functions not working correctly (can lose up to 20 points) List all problems with your software that your team has identified. Include in the item entry the input/action that causes failure; location of fault (if known); possible action for removal of fault.