

# **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.

## **Sprites tossable when Game is Paused**

Projectiles can still be thrown while the pause menu is active. Score will still increment as well. A possible fix is to add a function to the projectile script that remove its 'clickable' properties when the pause menu is active.

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.