**Intergalactic Racing Federation**

**Royal Blood Guards**

Bug List

Date Created: 02/02/2013

Last Updated: 02/20/2013

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| --- | --- | --- | --- |
| Revision Sequential Number | Updated Item | Date | Person Updating Item |
| 1 | Status Bug #1 | 2/12/2013 | James Seward |
| 2 | Status Bug #2 | 2/12/2013 | James Seward |
| 4 | Status Bug #3 | 2/12/2013 | James Seward |
| 5 | Status bug #3 | 2/12/2013 | James Seward |

**Bug List**

**Bug # 1**:

**Member:**

Gerardo Hernandez

**Summary:**

The front wheels are not being animated correctly. The problem is caused by the way the wheels were modeled and the way the code handles the animation.

**Priority:**

The problem is of medium priority. It does not cause any performance issues. In fact, the game runs fine with this bug; it just does not look good. This animation makes the game look bad so that is why it is slightly severe.

**Status:**

The bug has been fixed completely. The code was re-written in C# from JavaScript. The animations were not being processed correctly because the animation code did not have the proper parameters since the models had been modeled with a Z-up coordinate.

**Assigned to:**

Gerardo is in charge of fixing this problem.

**Description:**

The 3D modeling software’s coordinate system is Z-up and Unity’s coordinate system is a traditional Y-up. The code created for this animation rotates the tires for steering about the y axis while the rotation for moving is about the z axis. However, since there is a conflict between the software about the orientation of the wheel meshes, the code does not work properly. The code should work in theory, except the conflicting z and y orientations don’t allow the code variables to work properly.

**Bug # 2**:

**Member:**

Gerardo Hernandez

**Summary:**

Vehicle anti-roll code is not working properly. The car still flips at high speeds.

**Priority:**

This is a high priority bug. This bug reduces the amount of fun the game should be.

**Status:**

The bug has been fixed. When the code was re-written, the physics code and the anti-roll bar code were able to link in better fixing the uncontrollable roll as a result.

**Assigned to:**

Gerardo is in charge of fixing this bug.

**Description:**

The anti-roll bar code is sort of simple in theory. It works by transferring some compression force from one of the springs to the opposite in the same axle. We calculate the amount of compression and whether or not the tire/wheel is making contact with the ground. This code will give the car more stability and should not let it roll. However, some of the variables must not be working properly, or the math is wrong. Either way something is not working right.

**Bug # 3**:

**Member:**

James Seward

**Summary:**

The multiplayer is not working correctly. We cannot establish a connection between the server and the client.

**Priority:**

Since this is one of our main elements, this is a high priority bug. Getting this to work is crucial to the success of IRF.

**Status:**

Suspended (completion 50%)

**Assigned to:**

James is in charge of fixing this bug.

**Description:**

The bug has been partially fixed, the player now connects and can be seen by the other player on a dynamic update. However, the new player position will not update as they move. The problem function has been isolated and will be correct shortly. The bug has been suspended do to inability to solve the issue in house. Will be researched and reopened at a later date

**Bug # 4**:

**Member:**

Caleb McCullough

**Summary:**

The GUI screen has a bug where it will activate once and not return

**Priority:**

Medium. This screen gives us some info about the racers, and would be a need to be fixed, but it will be relatively easy to fix.

**Status:**

This bug is closed

**Assigned to:**

Caleb will be responsible for fixing this bug

**Description:**

When you click on the individual screen the first time, they will work, but if you do it again, the script will not activate again properly.