

T#	Bug	Bug relevance	#	Level	Description	Video/photo	Note	State of work	Assigned to	Bug finder
fauno2		Average		1	Attack cue not shown	Video/photo	Note	Fixed	vittorioninno@gmail.com	Davide
fauno2		Average		1	Ground cloud before attack in front of the enemy, it must be behind it	Video/photo	Note	Fixed	vittorioninno@gmail.com	Davide
fauno2		Average		1	The final killing blow does not kill it immediately	Video/photo	Note	Fixed	vittorioninno@gmail.com	Davide
fauno4		Average		1	It uses the charge attack, and it's not correct	Video/photo	They must only attack with the phone throw	Fixed	vittorioninno@gmail.com	Davide
General enemies		High		1	The stun attack does not interrupt the attack charge	Video/photo	The enemies, get stunned and in the stun time does not attack, but when the stun ends the enemy continues the attack from when it was interrupted. The enemies when stunned must start again the attack from the beginning to give the player time to react.	Fixed	vittorioninno@gmail.com	Davide
CiclopeTurista		Average		1	Health too high	Video/photo	The health points are set on 4 but it takes much more damage before dying	Fixed	vittorioninno@gmail.com	Davide
Medusa		Low		1	Too close together	Video/photo	Note	Fixed	vittorioninno@gmail.com	Davide
Column on the back ground		Low		1	When they break the peace move in a random and not realistic manner	Video/photo	Note	To do	vittorioninno@gmail.com	Davide
Scillapina		Critical		2	It gets instantly one shot, and stops blocking the player progression	vsrage - Level2 - PC, Mac & Linux Standalone - Unity 2020.3.48f1 Personal_DX11_2024-09-11 16-53-37.mp4	Note	Fixed	bitmanix@gmail.com	Davide
Power ups		High		2	The power ups, while moving to the end of the screen tend to stay underwater making them invisible	Video/photo	The power ups must point to the middle of the horizon and become visible fairly easily	Fixed	bitmanix@gmail.com	Davide
Sidecar		Average		3	It does not give a response when it gets hit by the player	Video/photo	Note	Fixed	bitmanix@gmail.com	Davide
Boss sidecar presentation		High		3	No music during the boss presentation	Video/photo	Note	Fixed	bitmanix@gmail.com	Davide
Matrioska		High		4	When the player gets below the matrioska she does not follow him	Video/photo	She isn't able to lower its altitude	Fixed	bitmanix@gmail.com	Davide
V		Average		3	V sprite shakes/vibrates when she's at the limits	Video/photo	Note	Fixed	bitmanix@gmail.com	Angalise
Boss sidecar		High		3	The boss can be cheesed if V is placed in a certain position, at its side, up on the right corner	Video/photo	Note	Fixed	bitmanix@gmail.com	Angalise
Krastos		Low		1	The death animation doesn't appear, instead he disappears in a "puff"	Video/photo	Note	Need testing	Nome	Angalise
Healthbar		Average		All	The first heart doesn't have the idle animation and when V collects a heart the "heart appearing" animation is broken.	Video/photo	Note	Fixed	Nome	Angalise
Bug					Description	Video/photo	Note		Nome	