Bugs / Specs

**Enemy Hit Detection**

1. Right now the bullets can collide with each other so the “hurt” function for Matty the Meaty is pretty inconsistent. They have 2 health normally but if a bullet collides with each other and blocks it from hitting Matty then it does not decrease the health. Also if Matty is already colliding with a bullet (ex. They are walking on top of a bullet) and you hit it with another bullet it does not hurt the entity a second time. **(FIXED in PTB 6.0)**

**Level 1 Replay**

1. This is more of a “not yet implemented” problem rather than a bug. If you go back into the main menu after beating level 1 while currently on level 2, going to stage select and selecting level 1 again will take you to level 2. This is because we have it constantly updating the screen of ScrLvl1, after you beat the enemies and go to the door, to progress to level 2. Therefor when you select level 1, it automatically takes you to level 2 and you can’t replay the level.

**Jump reset when hitting the ceiling**

1. The jump resets when the y velocity is = 0, so that would normally mean that the player is on the ground when y = 0, but y is also = 0 when the player hits the ceiling, for a brief second. We need a way to distinguish between when the y velocity is 0 and the player is on the ground OR when the y velocity is 0 and the player is on the ceiling. We made a work around with how our jump works that the player can’t really use this exploit to their advantage. We have a timer on when the player can double jump again, so the player can’t just keep spamming the button and then keep floating in air, and the delay between the jump is just enough to get the player low enough so that they can’t hit the ceiling a second time.