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| Title | Description of the bug | Steps to replicate | Possible Solutions | Solved? |
| Both domes not reacting to script | Only one dome reacts to the script | By going to each dome and seeing the difference | Having a list to access both scripts instead of just one containing the script | Yes |
| AI shooting incorrectly | AI shoots at the same time player does | By shooting at AI | By not linking player left button click to AI gun as well | Yes |
| Bullets not hitting AI/player correctly | Some bullets would not deal damage when hit even though clearly bullet going through Object | Shooting directly at the player/AI | Using onCollisonEnter instead of OnTriggerEnter | Yes |
| Temple Door not opening | Door does not open when made an interactable object (when player presses E should open) | Going near object and pressing E | Make the door open Automatically when player collects all 10 ingots | Yes |
| Turret facing downward when aiming at player | Turret aims downwards instead of looking at player when it is in range | Going near the sight range of the turret | Change the rotation of the turret -90 degrees to the right | Yes |
| Turret bullets shooting upwards | Bullets going upwards instead of shooting at the direction of the player | Getting in attacking range of the turret | Change the rotation of the spawn Point on each turret by 90 degrees on X-axis | Yes |
| AI not patrolling until player in sight range | AI not moving on startup until player in sight range (should be moving freely until player closer) | On game startup | Add patrolling mode in update method before checking player near domes in the script | Yes |
| AI going through buildings when chasing player | AI going through buildings instead of chasing around or staying out | Make AI follow player into the buildings | Change terrain Layer from Ground to Terrain so AI only roam around the roads | Yes |
| Both AI and turrets having same time between attacks | Turrets should have more time between attacks compared to AI | Get in range of both object and see the fire rate | Make two separate time between attack variables for both cases instead of inheriting from Response Script | Yes |
| Player not jumping inside Buildings | Player does not jump when space is pressed inside a building | Pressing space inside buildings | Add Buildings layer to the layer masks attached to the player | Yes |
| UI Buttons not reacting to clicks | UI buttons do not register any input when clicked on | Clicking on the buttons | Redoing the whole process (was missing the event system the first time) | Yes |
| G bind not being used properly at times | When G pressed the code does not work at times | Pressing G bind | Making the nearest interactable object check into a separate method instead of putting it in update | Yes |
| Player irregular jump behavior | Player jumps higher and higher when spacebar spammed | Spam spacebar | Realized the player was also set as a ground mask, thus checking against itself. Changed it to necessary layers only | Yes |
| Player able to jump into the temple area before completing game | Player can reach the temple area by using the mountains. | Jump from mountain next to the left side wall | Changed the player bounds to not be able to go around the left side of the wall | Yes |

Attempts at adding colorblind accessibility options:

Without Filters:

Tritanopia

Screens screenshots of a video game

Description automatically generated with medium confidence

Protanopia

Screens screenshot of a video game

Description automatically generated with medium confidence

Deuteranopia

Screens screenshot of a video game

Description automatically generated with medium confidence

With Filters:

Tritanopia

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