

Guido



Bug Tracking Report

Version 2.0

Last Edited by Richard Delmore

03/11/20

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Version History

Version 1.0

Added:

Base foundations to documentation. All important details should be carefully read to attain accurate details.

Sections Added;

- Version History
- Bug Tracking

Version 2.0

Added:

- Bug #1: Silhouette Glitches on Second Play
- Bug #2: Guudo doesn't takes damage incorrectly when entering the water
- Bug #3: Silhouette is resetting on the customisation screen
- Bug #4: Door opens before a minimum object count has been obtained
- Bug #5: Inventory still visible in Hub Level

Version 3.0

Added:

- Bug #6: Scoring System scores incorrectly when apply correct parts
- Bug #7: Audio bug when Player spams eat
- Bug #8: Player takes damage when long jumping
- Bug #9: Player can push objects when they are not big
- Bug #10 Player is damaged after using push plate

Bug Tracking

Bug #1: Silhouette Glitches on Second Play

#145 | Silhouette messes up on second play

Bug ▾ Bug and Error Tracker ▾ Completed ▾

Closed ▾

Importance

Normal

Estimated cost

1 points (1 points logged, 100%)

Description

Bug: When the Player completes the game and customisation screen then attempts to play the game for a second time, the silhouette doesn't reload and instead shows white boxes.

Expected Outcome: The silhouette should regenerate and show a new list of items to collect.

Number of Occurrences: 3/3

Steps to Repeat.

Start the game

Grab any pickup or don't even grab a pickup

Go through customisation screen

Press play to play the game and skip the cinematic

The silhouette will appear with a bunch of white squares.

Work Logs



Richard Delamore 1 points (100.0%)

Created by **Richard Delamore** (@RichardDelamore) on Oct 6, 2020 11:55:25 AM | Closed on Oct 27, 2020 11:48:02 AM

Method to Fix

The issue was that the reset that occurs once the Player presses done didn't reset all variables correctly. The variable that controlled the silhouette reset wasn't being reset causing unexpected results on the second play

Bug #2: Guudo doesn't takes damage incorrectly when entering the water

#161 | Guudo doesn't takes damage incorrectly when entering the water

Bug ▾ Bug and Error Tracker ▾ Completed ▾

Closed ▾

Importance
Normal

Estimated cost
1 points (1 points logged, 100%)

Description
Bug: When Guudo enters the water he doesn't take physical damage. As soon as he exists the water he takes all physical damage at once (usually instantly killing him)
Expected Outcome: Guudo should take pain over time and this should be evident to the Player.
Number of Occurrences: 3/3
Steps to Repeat.
Just jump in the water and swim around for a bit.

Comments +

Richard Delamore Oct 19, 2020 2:28:23 PM
Completed. I've rewritten the damage system to now account for water as it never previously accounted for it.

Work Logs

Richard Delamore 1 points (100.0%)

Created by Richard Delamore (@RichardDelamore) on Oct 19, 2020 11:42:59 AM | Closed on Oct 27, 2020 11:48:04 AM

Method to Fix

The damage system wasn't originally designed to account for water damage (it wasn't originally in the scope). I've rewritten the damage system to now account for water.

Bug #3: Silhouette is resetting on the customisation screen

#172 | Silhouette is resetting on the Customisation Screen

Bug ▾ Bug and Error Tracker ▾ Completed ▾

Closed ▾

Importance
Normal

Estimated cost
1 points (1 points logged, 100%)

Description
Bug: When the Player transitions to the Customisation Screen, none of the items are appearing anymore and the silhouette is suddenly displaying the wrong shape.

Expected Outcome: for that not to happen.

Number of Occurrences: 3/3

Steps to Repeat.
Go to any level and make note of the Silhouette Shape.
Go to the Customisation screen and compare.

Comments +

Richard Delamore Nov 2, 2020 1:44:15 PM ...
The issue was that some code had been introduced to the Level Trigger which caused the level trigger to reset the silhouette just before transitioning.

Work Logs

Richard Delamore 1 points (100.0%)

Created by Richard Delamore (@RichardDelamore) on Nov 2, 2020 1:41:49 PM | Closed on Nov 2, 2020 10:33:33 PM

Method to Fix

The issue was that some code had been introduced to the Level Trigger which caused the level trigger to reset the silhouette just before transitioning.

Bug #4: Door opens before a minimum object count has been obtained

#146 | Door opens before a minimum object count has been obtained

Bug ▾ Bug and Error Tracker ✓ Completed ▾

Closed ▾

Importance

Normal

Estimated cost

1 points (1 points logged, 100%)

Description

Bug: The door opens even if the Player hasn't picked up the minimum number of objects required. This only affects doors that don't have a switch or pressure plate assigned.

Expected Outcome: The door should only open if the Player has the minimum number of objects required.

Number of Occurrences: 3/3

Steps to Repeat.

Add a door to the level that doesn't have a switch or pressure plate assigned then specify a minimum number of objects required count to see the bug in action.

Work Logs

Richard Delamore 1 points (100.0%)

Created by Richard Delamore (@RichardDelamore) on Oct 6, 2020 12:05:49 PM | Closed on Oct 27, 2020 11:48:07 AM

Method to Fix

The code hadn't accounted for the fact that there might not be a switch or pressure plate present which was causing unintended results.

Bug #5: Inventory still visible in Hub Level

#171 | Inventory still visible in Hub Level

Bug ▾ Bug and Error Tracker ▾ Completed ▾

Closed ▾

Importance

Normal

Estimated cost

1 points (1 points logged, 100%)

Description

Bug: When the Player completes a level then goes back to the Hub, they can press "tab" to see a list of the inventory items. This shows items that they collected in the last level.

Expected Outcome: The inventory popup shouldn't do anything in the hub level

Number of Occurrences: 3/3

Steps to Repeat.

Pickup several items in any level.

Go back to the Hub

Press tab.

Comments



Richard Delamore Nov 3, 2020 11:57:39 AM

...

The code wasn't checking which level you were in before opening the Inventory. I've now changed this so you can't open the Inventory in the hub level.

Work Logs



Richard Delamore 1 points (100.0%)

Created by Richard Delamore (@RichardDelamore) on Nov 2, 2020 10:55:22 AM

Method to Fix

The code needed to be altered to make a check if the player was in the hub level, if the player is in the hub level don't open the Inventory.



Bug #6: Scoring System scores incorrectly when apply correct parts

#170 | Scoring System scores incorrectly when apply correct parts

Bug ▾ System: Systems / Scoring Bug and Error Tracker Completed ▾

Closed ▾

Importance
Normal

Estimated cost
2 points (2 points logged, 100%)

Description
Bug: When applying body parts to the customisation screen to be scored, the score will mark a part either 'Similar' or 'Wrong part/Missing' when it is actually correct.

Expected Outcome:
When the player applies matching parts to the silhouette, the player should be scored all correct.

Bug Occurance: 2/5

Steps to Repeat:

1. Start Game
2. Move towards pickup-able object
3. Eat object.
4. Collect until you have matched all part of silhouette
5. Leave level
6. Apply body parts to Guudo
7. Confirm matching parts.
8. Observe bug

[Silhouette + Score have been included with Output Log details in bug attachments below]

Attachments

Upload



Doc1.pdf
318 kb

...

Work Logs

Mitchell Sayer 2 points (100.0%)

Created by Mitchell Sayer (@Mitch_5) on Oct 27, 2020 11:51:44 AM | Closed on Oct 27, 2020 3:47:03 PM

Method to Fix

The General Shape score was overriding the Correct Object Score if both objects had the same general shape. This was a very hard bug to track down as it appeared so intermittent

Bug #7: Audio bug when Player spams eat

#163 | Fix audio bug when Player spams eat

 Bug ▾  Bug and Error Tracker  Completed ▾

 Closed ▾

Importance

Normal

Estimated cost

1 points (1 points logged, 100%)

Description

Bug: When Player spams eat the eating sound starts spamming.

Expected Outcome: The sound shouldn't spam play.

Number of Occurrences: 2/3

Steps to Repeat.

Just spam eat as fast as you can.

Work Logs

 Richard Delamore 1 points (100.0%)

Created by Richard Delamore (@RichardDelamore) on Oct 20, 2020 2:58:10 PM | Closed on Oct 27, 2020 11:48:10 AM

Method to Fix

There was no delay between sound playing. This meant that the sound would play every time the Player clicked. I introduced a delay meaning that the sound couldn't spam play.

Bug #8: Player takes damage when long jumping

#162 | Sometimes takes damage when long jumping

Bug ▾ Bug and Error Tracker ▾ Completed ▾

Closed ▾

Importance

Normal

Estimated cost

1 points (1 points logged, 100%)

Description

Bug: When Guudo spams jump he sometimes takes impact damage when he shouldn't.

Expected Outcome: Not to take impact damage.

Number of Occurrences: 2/3

Steps to Repeat.

Continue pressing the jump button on the lily pads in the Caribbean level and eventually you'll take damage

Comments



Richard Delamore Oct 20, 2020 9:32:36 AM

...

Problem was with the jump mechanic. I had put in a system so damage checking was only done every few milliseconds (not every frame) as I was trying to be efficient. This system meant that sometimes it wouldn't detect a landing when spamming jump.

Work Logs



Richard Delamore 1 points (100.0%)

Created by Richard Delamore (@RichardDelamore) on Oct 20, 2020 9:29:42 AM | Closed on Oct 27, 2020 11:48:13 AM

Method to Fix

Problem was with the jump mechanic. I had put in a system so damage checking was only done every few milliseconds (not every frame) as I was trying to be efficient. This system meant that sometimes it wouldn't detect a landing when spamming jump.

Bug #9: Player can push objects when they are not big

#143 | Pushing while Normal Size & Small

Bug ▾ Folder: Bug and Error Tracking / Active Bugs Bug and Error Tracker Completed ▾

Closed ▾

Importance
Normal

Estimated cost
1 points (1 points logged, 100%)

Description
Bug: When the player grows from tiny to normal size during the animation of growing the player can push objects that can **only be pushed whilst in big size **
Expected Outcome: When the player is tiny, and normal size, the player should NOT be able to push any objects that have physics applied to it.

Number of occurrence: 3/3

Steps to repeat:

1. Start game
2. Walk to an object with physics attached
3. Shrink to tiny size
4. When next to object grow to normal size
5. While growing walk into object with physics attached
6. Observe Bug

Attachments

 2020-10-04 13-59-14_Trim.mp4
2355 kb

Work Logs

 Richard Delamore 1 points (100.0%)

Created by Mitchell Sayer (@Mitch_5) on Oct 4, 2020 1:55:48 PM | Closed on Oct 27, 2020 11:48:20 AM

Method to Fix

I introduced a check to ensure the Player had fully reached large size before allowing them to push objects. Previously, the Player was considered large even when the growth animation was still playing. When small, the push force system is quite buggy when the character is Kinematic. I introduced a custom physics system the basically turns physics for objects nearby off when the Player is small, so they can't push anything instead of relying on reducing forces or increasing masses.

Bug #10: Player is damaged after using push plate

#164 | Player is damaged after using Push Plate

Bug ▾ Bug and Error Tracker ▾ Completed ▾

Closed ▾

Importance

Normal

Estimated cost

1 points (1 points logged, 100%)

Description

Bug: When Player uses the Push Plate they receive damage upon finishing following the path.

Expected Outcome: They shouldn't receive damage.

Number of Occurrences: 3/3

Steps to Repeat.

Just use any push plate.

Comments



Richard Delamore Oct 20, 2020 3:44:02 PM

...

Push plate wasn't configured to work with the Health System. It has now been updated.

Work Logs



Richard Delamore 1 points (100.0%)

Created by Richard Delamore (@RichardDelamore) on Oct 20, 2020 3:42:48 PM | Closed on Oct 27, 2020 11:48:17 AM

Method to Fix

Push plate wasn't configured to work with the Health System. It has now been updated.