Below are the list of bugs to find. For each bug:

1. Describe how to fix the bug
2. Insert a screenshot of code that corrects the bug
3. Use the debugger preview window to discover problems

Example:

|  |  |
| --- | --- |
| Bug | How to Fix: |
| “S” key moves the player right, not down. | S is down was simulating “right” 8 direction movement. Changed to simulate “down” |

|  |  |
| --- | --- |
| Bug | How to Fix: |
| GameOver text always visible |  |
| 7million monster wave |  |
| Behaviour conflicts |  |
| Missing Code |  |
| Speedy Monster |  |

**Game Over text always visible**

When I start the game, my gameover text is visible, but I haven't lost yet. That's not right. Maybe I toggled something disabled, then forgot to re-enable it again?

\* Look for toggled disabled events.

\* on the layout, check the properties for "is initially visible"

**7million monster wave**

I \*want\* to have monsters spawn every 3 seconds. Presently, when I start the game, I get 7 million spawning in a gigantic terrifying wave. My game is running at 60 frames per second, and presently, 60 monsters are spawning per second...

\* look for a "sequencing" error. I have a "create object > green monster" attached to an incorrect condition presently.

**Behaviour conflicts**

When my monster leaves the layout, they should turn around and re-face the player. But right now, they disapear when outside of the layout. Why?

\* look at line 6 in the code.

\* look for added behaviour conflicts on a sprite.

**Missing Code**

When a monster collides with the player, the player stays around, but can't move. What's happening, and what needs to change?

\* Take a look at the "player on collision with green monster" event.

\* You'll need to replace a line of code.

**Speedy Monster**

One monster is insanely fast. Why is that?

\* Debug preview the game. immediately, press pause.

\* On the System inspector panel (left side) go to green monster and cycle through UID's until you find/select the fast monster.

\* What values on this monster are different than other UIDs of other monsters? He is pretty \*speed\*y