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Bug Report

Noted Errors:

1/14/14

* Running characters start with their heads on the floor and sink to below the game screen
  + Solution: Fix orientation (CENTER)? and initial loc.y
* Single obstacle/reward (white ellipse) gets stuck on left side of screen; character cannot move past this ellipse’s loc.x; ellipse occasionally moves to the right for approx. 50 pixels and back to its original position on the left; appears to be glitch
  + Solution: Examine Obstacle and Reward Classes to determine the cause of this bug

1/16/14

* Same issues as those of 1/14/14
* Obstacles/rewards (white ellipses) pass behind the picture of the character instead of in front of them
  + Solution: Change order of loading PImage and Obstacle/Reward classes?
* Loss of artificial gravity
  + Solution: Experiment with inserting if statements and PVectors once the other kinks of the game are overcome