Buglist

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| **Bug** | **Status** |
| Level ends, loading next level results in enemy message loop error. | Fixed |
| Level ends, loading next level result in gadget message loop error. | Fixed |
| Snow Level has some kind of alpha transparency | Fixed |
| Flying character weapons when level ends results in runtime error | Fixed |
| Flying enemy weapons when level ends results in runtime error | Fixed |
| Forest level has some kind of alpha transparency | Fixed |
| Falling with high speed (from great height) results in falling through surfaces  Changes made -> character has max fallingspeed, still need changes in Physics. | Open |
| Shaking the screen results in patrolling Waldo to float in the air | Fixed |
| Shaking the screen result in wandering Waldo to float in the air | Fixed |
| Shaking the screen while Pengy is jumping results in Pengy falling out of the level. | Fixed |
| Typing while in the menu results in exception | Fixed |
| You sometimes fall through a moving surface when it’s going up and you are jumping on top of it from below  Erik: Can’t ‘create’ the bug here | Open |
| Pressing left and right constantly when in collision with a surface, you teleport to the other side of the surface sometimes. | Fixed |
| Beachy throws rotten fish way above himself | Fixed |
| Rendering halts after a certain amount of time | Fixed |
| After game over screen, the menu rendering is weird and clicking start game results in low fps and no tiles being drawn | Fixed |
| New game seems to start parts of the next level and the first level | Fixed |
| Rendering in the Forest and SnowLevel is extremely slow because of a lot of tiles that are all drawn at the same time | Fixed |
| Character seems to have two views after doing a new game | Fixed |
| Moving surfaces aren’t removed after level end | Fixed |
| Enemies and gadgets aren’t removed after level end | Fixed |
| Can’t jump while sliding, after sliding has ended everything seems to be strange. After a few times of sliding, runtime error | Fixed |
| Can’t run or build in release because of SDL | Open |
| Because the size of the character is changing during jumping, walking and falling you can sometimes move through surfaces | Fixed |
| Starting the game the first time, sometimes the level intro isn’t shown | Fixed |
| If gadgets are left in the level, and you load the next level you get an error on the renderer | Fixed |
| Wandering Waldo sometimes walks of its surface | Fixed |
| When falling in the sky above a slope, you collide with the surface while it’s way below Pengy | Fixed |
| HUD is not transparent | Fixed |
| The 3 in the HUD is the wrong size | Fixed |
| The HUD is drawn below certain parts of the game (gadget, enemies etc..) | Fixed |
| Forest Level has piranha’s in stead of piranha’s | Fixed |
| Moving surfaces don’t pause | Fixed |
| Time Elapsed after pause is very big, causing everything to move over a large distance when resuming | Fixed |
| When starting a level you sometimes fall through the level | Fixed |
| Sounds for everything seem a bit offset   * Because message system/sound libary I think * Checked sounds, every \*.wav starts directly, no ‘whitespace’ in front. | Open |
| Gathered fish resets to 0 when going to the next level | Fixed |
| Level intro’s all say Level 1 and “pirancha’s”, this should be “piranha’s” or something else | Fixed |
| Pengy can throw too many weapons in too less time making it rather easy to kill Beachy | Fixed |
| LeafEye almost always jumps on top of Pengy, making it too difficult to beat | Fixed |
| Snowman fires too many weapons | Fixed |