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 | Open |
| Forest level has some kind of alpha transparency | Somewhat fixed |
| Falling with high speed (from great height) results in falling through surfaces | 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 | Open |
| Shaking the screen while Pengy is jumping results in Pengy falling out of the level. | Open |
| Typing while in the menu results in exception | Open |
| You sometimes fall through a moving surface when it’s going up and you are jumping on top of it from below | 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 | Open |
| 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 | Open |
| New game seems to start parts of the next level and the first level | Open |
| 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 | Open |
| 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 | Open |
| 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 | Closed |
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