

Problem Report

Puzzle Dots Game

Team Llama Food

Level Selection

Not all levels are present to be loaded

Trigger: Complete and continue on the last level or select a level past the last level on the level selection screen.

Location: Levels Screen

Remedy: Implement more levels.

Moves are still counted when no color group of dots is selected

(Moves *are* valid if a color group that has no dots present is selected)

Trigger: Move before making any selections during a level.

Location: Gameplay

Remedy: Add if statement for color group

Collisions don't sound when two dots try to move to the same space.

Trigger: Any move where dots try to move to the same space.

Location: Collision sound isn't played on indirect collisions.

Remedy: Add playing collision sound on indirect collisions.

Reset level doesn't work if the level is currently completed

Trigger: Press R while the level complete message is displayed.

Location: Key R during game play.

Remedy: Add keypress for R to reset level.