**Test and Bug Report**

|  |  |
| --- | --- |
| Bug | Disconnected laser |
| Scenario | After the laser is started, if the player moves then the laser origin stays where it was originally produced while the player can move around freely. Additionally, if the player starts pushing through asteroid, then the laser is found to not draw completely to the edge of the screen, probably due to calculation lag. |

|  |  |
| --- | --- |
| Bug | Game crash |
| Scenario | When pushing through asteroids, the game often lags. In especially thick clusters of asteroids, the game has the potential to crash. This is not easily replicable but could be a problem. However, as the game develops, asteroids probably will not have the potential for pushing, so this would not be an issue. |