

# Working Prototype Known Problems Report

## Heading

Product name: Parkour

Team name: Couch Surfers

Sprint completion date: 3/9/2021

release date: 3/9/2021

## List of functions not working correctly

1. Sometimes, when releasing the crouch key while sliding under an obstacle, the character will get stuck in that obstacle instead of the game ending.
  - a. Fault: an error with our check for obstacle box colliders
  - b. Possible action: Improve the way the character checks that it collides with an obstacle in a way where the game should end (i.e also checking behind the character)
2. When an achievement is earned while the popup for another one is active, the popup for the new one will disappear prematurely at the time when the first one was supposed to disappear.
  - a. Fault: All achievements share the same popup object.
  - b. Possible action: Reset the popup timer whenever an achievement is earned.
3. When holding the down arrow while jumping, the character uses the sliding animation instead of the jumping animation.
  - a. Fault: The animation logic only checks the crouch condition and not whether the character is on the ground.
  - b. Possible action: Change the animation logic to only show the sliding animation when on the ground and crouching.