**Defect Reporting Tool**

**04/14/2021 Sandhya** Sound file is not working correctly for the background music, when opening it displays an error.

**04/19/2021 Kai** The backslash was reading incorrectly and there needed to be double backslash to avoid the problem

**04/19/2021 Kai** The game is running incredibly slow around a few frames per second.

**04/19/2021 Sandhya** A small indentation issue was causing this, I simply corrected it and the problem was fixed.

**04/19/2021 Kai** Menu3 asset was giving a loading error

**04/19/2021 Sandhya** The asset wasn’t included, Simply added it to the files and it worked correctly

**04/20/2021 Charan** Audio only comes through certain instances of gameplay

**04/20/2021 Robert** Bug was conditional to particular laptop, No Fix Needed

**04/20/2021 Charan** There's an easy mode, but I can't interact with the bird if it's easy. If i play without choosing anything, I could interact with the bird.

**04/23/2021 Robert** Menus hadn't been created yet, after creation this confusion was fixed

**04/20/2021 Charan** Seeing that there's an easy mode, I'm guessing there'll be a medium and hardcore mode as well.

**04/20/2021 Tani**  We have no intentions of a hardcore mode in the game at this time.

**04/23/2021 Kai & Rob** Ghost bird has issues and is not cropped correctly resulting in the bird jumping around as it loads other assets.

**04/25/2021 Charan** Issues is fixed as close as possible, shouldn’t be noticeable

**04/23/2021 Kai & Rob** Firepower bird is loaded down and to the right when powerup is picked up

**04/24/2021 Team**  Issue was deemed non game breaking and was fixed as best as possible.

**04/23/2021 Kai & Rob** Firepower birds is harder to fit through pipe since it is bigger.

**04/24/2021 Team**  Issue was deemed a feature as the firepower bird can ignore pipes all together with its projectiles.

**04/25/2021 Kai** Firepower bird projectile wasn't correctly working in normal mode.

**04/25/2021 Kai** indentation issue that was fixed

**04/25/2021 Kai** Delay on the duration of the power ups will create a game breaking bug if the game ends during this time.

**04/25/2021 Kai** This was fixed with indentation and a conditional in an if statement