

"Working Prototype Known Problems Report"

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Current Known Bugs

- Game Breaks when loading into playGameState
 - Happens on loading into playGameState from Main Menu
 - Unknown why this happens it is suspected to be caused by Heroku loading too slowly.
 - Location: Either playGameState.js or roads.js
 - Possible fix is creating more parameters for when updates can be called in playGameState
- Clipping into barrier at spawn
 - Car is misplaced onto track when loading into PlayGameState
 - Happens whenever the random track generator loads
 - Location: roads.js
 - Fixed by placing car in the middle of the generated road with the correct rotation
- Building in the middle of the road
 - Happens on loading into playGameState
 - Terrain Generation isn't properly bounded to the outsides of the road
 - Location: playGameState.js
 - Fix Terrain Generation to not be able to place buildings inside of the road. Possibly use road collisions to see if a building is in the road
- Incorrect Drift direction
 - When Changing Direction during a Drift the car does not update which direction it should be drifting and will look buggy
 - Location: cars.js
 - Add another case to drifting to handle this interaction

- Car visually looks like it's drifting when holding space and no directional
 - Happens after an initial drift has occurred and the player holds the drift button
 - Location: cars.js
 - Add a new case to drifting to handle when the car has previously drifted and is trying to drift but has no directional
- 2 Songs will Overlap and neither will stop playing and game will brick
 - Happens when playGameState loads incorrectly. This problem might not exist anymore has not been seen for a while but used to occur.
 - Also happens occasionally when restarting the game
 - Location: playGameState.js, endGameState.js, menuGameState.js
 - Make sure functions aren't called on undefined variables.
- No canvas resizing
 - Happens at all times when the window size is changed
 - Location: gameState.js
 - Not sure how to fix it, canvas resizing hasn't worked for us at all and its been low priority
- Game physics are locked to fps
 - Location: stateManager.js
 - Need to make sure the game runs only at 60 fps at the highest.