ID: 01

Title: Plants clipping through each other on Island 1

Environment:

    OS: Windows 11 23H2 (64-bit)
    CPU: Intel Core i5-11400 @ 2.60Ghz x 6
    GPU: AMD Radeon RX 6700 XT
    RAM: 16 GB

Priority: Low

Steps to reproduce:

1. Launch the game
2. Press Enter on your keyboard and select either to play as a spider or as a ball
3. Press "Play" and select "Island 1"
4. When you spawn look a little to your left and proceed to the pink flower

Expected results: Plants have enough space between each other

Actual results: Plant leaves clip through each other

Attachment:

ID: 02

Title: Mushroom is clipping through a leaf on Island 1

Environment:

OS: Windows 11 23H2 (64-bit)
CPU: Intel Core i5-11400 @ 2.60Ghz x 6
GPU: AMD Radeon RX 6700 XT
RAM: 16 GB

Priority: Low

Steps to reproduce:

1. Launch the game
2. Press Enter on your keyboard and select either to play as a spider or as a ball
3. Press "Play" and select "Island 1"
4. Proceed to the island on your left (with the big tree)
5. Look for the group of 4 mushrooms

Expected results: There is enough space between the mushroom and the plant

Actual results: Mushroom clips through a plant

Attachment:

ID: 03

Title: Rocks under water do not touch the ground on Island 2

Environment:

OS: Windows 11 23H2 (64-bit)
CPU: Intel Core i5-11400 @ 2.60Ghz x 6
GPU: AMD Radeon RX 6700 XT
RAM: 16 GB

Priority: Low

Steps to reproduce:

1. Launch the game
2. Press Enter on your keyboard and select either to play as a spider or as a ball
3. Press "Play" and select "Island 2"
4. Look to your left and proceed to the lake
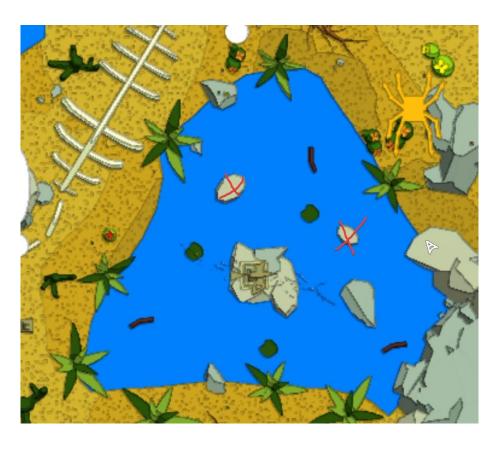5. Dive near the rocks (ensure the "Water Walking" mode is off) shown in the attachments

Expected results: Rocks stick to the ground

Actual results: Rocks aren't completely sticking to the ground

Attachments:

ID: 04

Title: Player can look under the map and attach web to objects under the map when on a beam

Environment:
OS: Windows 11 23H2 (64-bit)
CPU: Intel Core i5-11400 @ 2.60Ghz x 6
GPU: AMD Radeon RX 6700 XT
RAM: 16 GB

Priority: Low

Steps to reproduce:
1. Launch the game
2. Press Enter on your keyboard and select either to play as a spider or as a ball
3. Press "Play" and select "Island 2"
4. Look to your left and proceed to the lake
5. Using the web pull the beam out of the water
6. Get on it and rotate it with the web so that the spider is underneath it
7. Look around and left-click on a random object under the map

Expected results: Player isn't able to look under the map

Actual results: Player is able to look under the map when on a beam

Attachment:

https://drive.google.com/file/d/1nWS9OK_LUfg6dv2-dc9BUoNk8PPQg6Xs/view?usp=drive_link

ID: 05

Title: Player can spawn on the water

Environment:
      OS: Windows 11 23H2 (64-bit)
      CPU: Intel Core i5-11400 @ 2.60Ghz x 6
      GPU: AMD Radeon RX 6700 XT
      RAM: 16 GB

Priority: Low

Steps to reproduce:
1. Launch the game
2. Press Enter on your keyboard and select either to play as a spider or as a ball
3. Press "Play" and select "Island 2"
4. Look to your left and proceed to the lake
5. Walk to the beam on the lake (ensure the "Water Walking" mode is on) and get on it so you stand both on water and the beam
6. Turn off the "Water Walking" mode in the settings
7. Walk underneath the beam so you drown

Expected results: Player isn't able to spawn on or under the water surface

Actual results: Player is able to spawn on the water surface after tweaking with the "Water Walking" mode

Attachment:

https://drive.google.com/file/d/1-RiV9G-YQcP3aTJEopHmgKsBILBAP0kf/view?usp=sharing