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:



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:



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

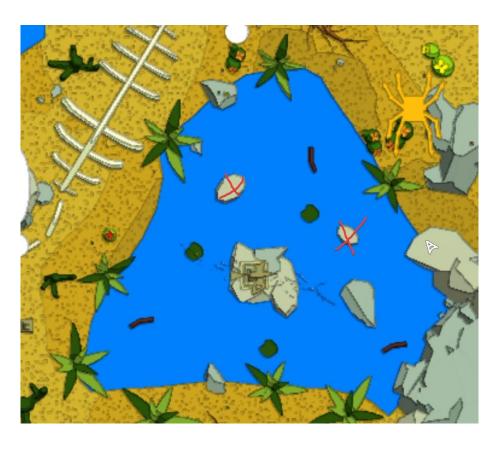
Expected results: Rocks stick to the ground

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

Attachments:







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
- 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_LUfq6dv2-dc9BUoNk8PPQq6Xs/view?usp=drive_link

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