

Bug List

- Possible to fall through ground- Normally caused when the character is hit by a car than while the character is stunned and the ground the character is hit by another car forcing the rigid body to fall through the ground plane.
- Possible to go through the side collision planes if hit at the right speed and angle
- If in the play scene you pause the game go back to the menu and play again the game will start paused despite being a new game.x
- When you press pause menu during the game and go back to the menu press play again, the pause menu will automatically pop up.
- Building Meshes didn't apply correctly.
- Testing suite for play mode.

