

Resilient Kiwi:

Gold Build Known Issues Document

Kiwi 'bobs' on platforms that are moving down due to platform moving at a fixed speed and kiwi moving at gravity's acceleration.

Gumboots less useful than originally planned as kiwi tends to jump into enemies when he has them on.

If the player is hitting A or B repeatedly in game then dies the game may restart or quit (depending on the button the player is pressing) without getting to see the game over menu. This is because these buttons correspond to replay and quit and there is not lag time to show the player the game over state before accepting input. This may appear to be a bug.

Features not yet complete: shop, settings, stats, credits.

Computers running the game with enough lag may allow multiple icon clicks (such as play button) which will cause a crash.

Enemies will switch sprites just before level transition as they are the same enemies just with different skins.

Level background transitions are not smooth, and the upcoming level background is warped until fully loaded.

Possibility that player will not see certain powerups given they are for the most part created randomly on game start up and are not recreated at any other point in the game. If on start-up you happen to get a bad mix, then you will be stuck with that mix until the game is restarted. This is unlikely.

LERP for Flying Aggressive Enemies does not get the enemy close enough to the player so that it will automatically damage the player.

Player has a small movement pause when opposite direction button is rapidly changed and held.

Monitors that have a 144hz refresh rate affects player movement.