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| Problem | Solution attempt | Solved? |
| Player model falls through floor | Apply ridged body | Yes |
| Player jumping infinitely | Add a isJumping bool to the movement script and a box cast to perform a condition to allow restricted jumps | No |
| Player jumping infinitely | Add JumpCheck() method to the update | Yes |
| Player jump\_force variable not showing up in editor | Serialize the field | Yes |
| Player values not resetting upon running out of lives | set the score back to 0 in the FullDeath method | Yes |
| PlayerScore not updating upon item collection | Add a reference to the player within the method | Yes |
| Player can still move when pause button pressed. | Change the set time scale value to 0f from 1f. | Yes |
| SuperFruit not inheriting properly | “:” missing from class | Yes |
| Endgame tag showing 0 instead of the correct score | Add a variable called endscore and apply the player score to that before it is reset. | Yes |
| Life text not compiling properly | Missing ; at the end of the line. | Yes |

# Tiki Adventure Error Log: