The Bug/Checklist

GREEN means GOOD, DONE, FIXED.

# Bugs:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Where (section)** | **What (bug)** | **Build** | **Status** | **Image (reference)** |
| *Overall* | Torch flicker sound and ambient continues when quitting to the main menu or continuing from a different section. | V1.6 |  |  |
| *Tutorial* | The “light” emitted from the bell torch looks strange. | V1 |  |  |
| *Tutorial* | The blue torch should be a bit more vibrant, no? | V1 |  |  |
| *Depths* | Would love to see color dial disappear when elevator hits bottom. | V1.3 |  |  |
| *Hub/Elevator* | Lights get left behind by elevator. Slow down! | V1 | Fixed, it was intentional |  |
| *East Wing* | When falling into a hole, the cogbridges reset but the platforms do not. I don’t think any of it should reset. | V1 |  |  |
| *Bells* | The camera flickers when ringing the bell. I guess the fade to black needs to be longer?  (Better on West Wing, as of V1.1; unchanged with East Wing). | V1.1 |  |  |
| *Hub/Elevator* | Elevator color dial is there when elevator reaches middle level, but disappears after ringing bell. Should disappear when elevator lands. | V1.1 |  |  |
| *Hub/Elevator* | The second row of elevator torches (middle level) do share colors with the dial on the elevator. | V1 |  |  |
| *Elevator/Depths* | While riding down the elevator to the depths, tiles are missing between levels. | V1 |  |  |
| *Menu/Overall* | After finishing the game, returning to the main menu, and starting a new game, Triangus awakens to this: | V1 |  |  |
| *East Wing* | Not at all a major thing, but it would be cool if cogbridges didn’t make a sound when they aren’t moving, even if the stick is still rotating. | V1 |  |  |
|  |  |  |  |  |
|  | BIG  OLD  BREAK |  |  |  |
|  |  |  |  |  |
| *Tutorial* | There’s a missing tile at the very beginning of the game. | V1\_Test\_3 | Fixed |  |
| *Most of tutorial* | The infinity jump is back, better than ever!  (the issue is that I used trigger zones for the text hints - they need to be tagged appropriately) | V1\_Test\_3 | Should be fixed |  |
| *Tutorial* | No updated aura on objects. |  | Should be fixed |  |
| *Tutorial* | Layer issues with the bell. |  | should be fixed |  |
| *Tutorial* | When playing the first (red) note, a bunch of other colors quickly flicker. |  | I see it, but it only happens once in a while, so not sure what is going on |  |
| *Tutorial* | The hammer does not properly release and hit the bell.  Conjecture: This has to do with how quickly the player winds up the hammer. (Yes, that’s defo it.)  *WE DESIGNED AROUND THIS.* | V1\_Test\_3 | I see it, but it only happens once in a while, so not sure what is going on |  |
| *Tutorial* | The elevator torch on the right appears to be on (it’s completely white) even before ringing the bell. | V1\_Test\_3 | shouldbe fixed |  |
| *Tutorial* | The torches, when activated, should have the same color as the required elevator activation. | V1\_Test\_3 | Fixed |  |
| *Tutorial/Hub* | When being lowered to the middle floor, the torch on the right appears to be lit (it’s very white). | V1\_Test\_3 |  |  |
| *Tutorial/Hub* | The previously used color dial should disappear. | V1\_Test\_3 |  |  |
| *East Wing* | In room with first platform/pump wagon, camera shows this when respawning | Preliminary\_V1 Test | Dont see it in later versions |  |
| *East Wing* | No updated aura on the first platform in east wing. | Preliminary\_V1\_Test | fixed, should be checked |  |
| *East Wing* | No updated aura on the first platform in the cogbridge section. | Preliminary\_V1\_Test | fixed, should be checked |  |
| *East Wing* | Final platform before cogbridge section has light coming out the middle. | Preliminary\_V1\_Test | fixed, should be checked |  |
| *East Wing* | Jumping down the to the bank box, I fell all the way to the depths. | Preliminary\_V1 Test | fixed, should be checked |  |
| *East Wing* | Final barrier in bank box puzzle does not actually collide with player. | Preliminary\_V1\_Test | fixed, should be checked |  |
| *East Wing* | Room 6: visible empty space as camera changes (down in left corner) | Preliminary\_V1 Test | fixed, should be checked |  |
| *East Wing* | Room 6: drawbridge is not aligned properly | Preliminary\_V1 Test | fixed, should be checked |  |
| *East Wing* | Room 7 (two drawbridges): respawn point misplaced me, I respawned and fell through the ground | Preliminary\_V1 Test | fixed, should be checked |  |
| *East Wing* | Between Room 7 and bell chamber: visible empty space | Preliminary\_V1 Test | fixed, should be checked |  |
| *East Wing* | After hitting bell camera turns in a weird direction all of a sudden and game becomes unplayable | Preliminary\_V1 Test | Open |  |
| *East Wing* | Player should be behind the wheel itself, in order to have correct perspective | V1\_Test\_3 | fixed, should be checked |  |
| *East Wing* | In the first pumpwagon puzzle, the transition to the next room is very rough, likewise when you go back to the previous place. | V1\_Test\_3 |  |  |
| *West Wing* | Between third and fourth room: missing tiles seen when camera changes | V1\_Test\_3 | Open |  |
| *West Wing* | When entering the third puzzle room, the camera “skips” a beat. | V1\_Test\_3 |  |  |
| *West Wing* | In the final puzzle room, the song wheel cannot be fully seen. | V1\_Test\_3 |  |  |
| *West Wing* | Layer issue with the bell. | V1\_Test\_3 |  |  |
| *West Wing* | When entering the bell room, the camera “skips” a beat. |  |  |  |
| *West Wing* | The game didn’t return after ringing the bell  (grey screen too) | V1\_Test\_3 |  |  |
| *West Wing* | The hammer never struck down to hit the bell | V1\_Test\_3 |  |  |
| *West Wing* | When fading to black, I get a grey screen. | V1\_Test\_3 |  |  |
| *West Wing* | After hitting bell, when “fade to black”, you still see the auraHints from previous objects as camera quickly moves back to hub area | Preliminary\_V1 Test | Open |  |
| *West Wing* | If the ball is rolling super slow, sometimes the plate isn’t pressed. (This is really minor and you’d have to roll it extremely slowly to cause it)  (Practically non-issue) | Preliminary\_V1 Test2 | Open |  |
| *Other* | In the elevators here, the colours of the torches do not correspond to the colours sung | Preliminary\_V1 Test2 | Open |  |
| *Other* | The front of the elevator doesn’t respond to normal map light. | Preliminary\_V1 Test3 |  |  |
| *Other* | resetting to top level left the bell room unspawned | Preliminary\_V1 Test3 |  |  |
| *Depths* | Final room has weird lighting. | Preliminary\_V1\_Test | Open |  |
| *Depths* | Constant noise of door closing (regardless of what any torches do) | Preliminary\_V1 Test2 |  |  |
| *Depths* | Turning on the lower left (blue) torch opens the final barrier, but the sound keeps playing. |  |  |  |
| *Depths* | This platform at the end of the last puzzle passes through you when you want to be lifted back up by it. | Preliminary\_V1 Test2 |  |  |
| *Depths* | Lighting doesn’t work properly in depths. Especially not final room. |  |  |  |
| *Depths* | The Final door: The amount of time you have to sing before the door reacts may be slightly too long, it gives me enough time to start to wonder if I’m doing it wrong. | Preliminary\_V1 Test4 |  |  |
| *Depths* | Tiles that connect here should be using the whole “floating platform” set | Preliminary\_V1 Test2 |  |  |
| *Menu* | Because “Select Level” is missing, D-pad down does not work when hovering over “Play” | Preliminary\_V1\_Test | Open |  |
| *Other* | Bell sprites: beams holding it together not lit or something wrong?  (There are no light sources there to use the normal maps - that should spice things up :) - Martin) | Preliminary\_V1 Test |  |  |
| *Other* | Bell holder appear in front of bell  (only in second test version) | Preliminary\_V1 Test2 |  |  |
| *Gameplay* | Tile sliding is still present | Preliminary\_V1 Test2 |  |  |
| *Other* | Value under Canvas -> NewNoteSelector -> Fill Completed Threshold should be ‘1’ | Preliminary\_V1 Test2 |  |  |

# Changes:

## Bell Configuration:

|  |  |  |  |
| --- | --- | --- | --- |
| **Which bell** | **Wheel Notation** | **Colors** | **Keys** |
| *Tutorial* | 1. D 2. B 3. C 4. A | 1. PURPLE 2. GREEN 3. ORANGE 4. RED | 1. E 2. B 3. C# 4. A |
| *East Wing* | 1. F 2. F + D 3. F + D + B 4. F + D + C | 1. BLUE 2. BLUE + PURPLE 3. BLUE + PURPLE + GREEN 4. BLUE + PURPLE + ORANGE | 1. A 2. A + E 3. A + E + B 4. A + E + C# |
| *West Wing* | 1. A 2. A + C 3. A + C + D 4. A + C + D + F | 1. RED 2. RED + ORANGE 3. RED + ORANGE + PURPLE 4. RED + ORANGE + PURPLE + BLUE | 1. A 2. A + C# 3. A + C# + E 4. A + C# + E + A |

Other changes:

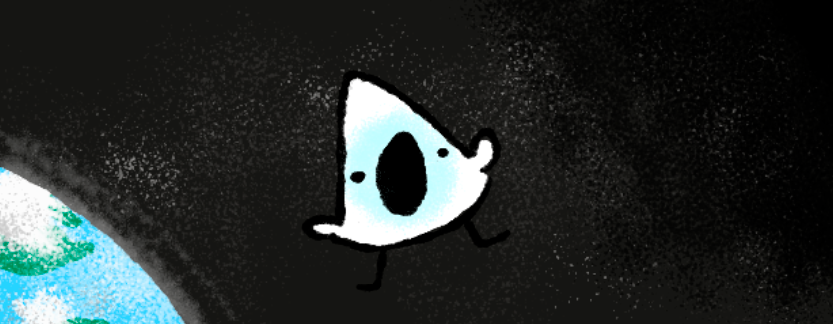
* Use torches as the color indication at elevator and not an aura as well?
* Increase closeToObject proximity radius on torches by a little bit and beyond camera frame. It should not cut out when torch is still visible
* Keep sound volume unedited through Unity for now. I notice that torches are very loud in depths after having doing some adjustments through FMOD so I am wondering if something is up there. - did not encounter this in Beta3
* Add sound to hammer being winded up (hinges sounds from drawbridge may work here)
* Bug: Beta3 bell sound is activated on step earlier than hammer hitting bell
* Call platform fmod event for tutorial platforms when they slam into the ground
* Call platform fmod event when rock balls slam into wall (decrease volume of that through unity if needed). If that doesn’t sound good call box fmod event instead.
* Bug: automatic platform in east wing does not have that nice effect as platforms in the depths when they hit you from above
* Bug: bad camera placement in east wing Room 3 with the final leap of faith-pump wagon.
* Bug: lock combination in east wing has somewhat disappeared and I fell right through the floor when I landed (on respawning in same room I did not fall through floor)
* Make a roof collider on the elevator

Preliminary\_V1

* camera collider should increase a little bit in Room 3 east wing third pump wagon. Right now, you have to stand very close to edge to make the change
* A respawn point in Room 7 (two drawbridges) is amiss

## Things that have been fixed

* Player cannot jump over bell-wall.
* Red ball sprites.
* Update the colors on the wheel.

****

**I love that**