**ISSUES TRACKING FORM OF PROGRAMMING**

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| **制表人** | **制表日期** | **版本** |
| **王洛威** | **2015/4/30** | **V03** |

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| **DATE** | **ISSUE** | **PRIORITY** | **RESOLVING ACTIONS** | **ASSIGNED TO** | **STATUS** |
| **4.17** | **连击动作撕裂，快速键盘按键造成动作撕裂（幻灯片）** | **Hight** | **官方文档并无详细说明，尝试获取Action播放结束，并无效果，最后发现onWalk函数调用影响了后续动作，然后将调用前移** | **王洛威** | **Done** |
| **4.20** | **修改后的纹理加载为空，无法加载纹理** | **High** | **根据官方文档，纹理图片不应该有多个图层，且应栅格化** | **杨曦铭** | **Done** |
| **4.30** | **纹理资源应该再压缩** | **Low** | **使用TexturePackage 重新打包资源文件，生成8192\*8192 纹理** | **王洛威** | **Not Start** |
| **4.30** | **代码应该进行重新整理** | **Low** | **将debug部分移除** | **王洛威** | **Not Start** |
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