**ISSUES TRACKING FORM OF ART**

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| **制表人** | **制表日期** | **版本** |
| **王洛威** | **2015/5/30** | **V04** |

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| **DATE** | **ISSUE** | **PRIORITY** | **RESOLVING ACTIONS** | **ASSIGNED TO** | **STATUS** |
| **5.13** | **怪物出现位置固定，并且会消失** | **Normal** | **初始位子错误** | **王洛威** | **Done** |
| **5.14** | **怪物z order 出现奇怪现象** | **High** | **怪物z order 没设置好，应为 window.Height – enemys->getPositionT** | **王洛威** | **Done** |
| **5.21** | **击飞落地范围判定（人物飞出地图范围）** | **Normal** | **击飞落地之前没有做越界的判断** | **吴建飞** | **Done** |
| **5.22** | **击飞方向不一样** | **Normal** | **取得怪物向量，判断击飞方向** | **吴建飞** | **Done** |
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