**ISSUES TRACKING FORM OF NONTECHNICAL**

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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** |
| **5.19** | **人物无硬直** | **High** | **在wasd键加上状态判断，排除非行走或者是Idle** | **王洛威** | **Done** |
| **6.3** | **Particle位置显示不对** | **Hight** | **Add Particle的时候是Enemy->addchild,而setPosition是根据gameLayer的Position设置，**  **改为GameLayer->addChild** | **王洛威** | **Done** |
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