

[DEFECT] EP-5 The user's interaction with a pile of rubbish is not standardized - the character is able to hide behind one rubbish pile, and stands in front of another rubbish pile

Environment:

Google Chrome 80.0.3987.132

The user opens <http://www.polska2020.xyz/?from=@>

Steps to reproduction:

1. The user moves the character to place shown on the first screen shot
2. The user moves the character to the bottom rubbish pile and stands before rubbish pile
3. The user mover the character to the above rubbish pile, goes blur and is hidden

Actual result:

The character is able to hide behind one rubbish pile, and stands in front of another rubbish pile

Expected results:

The character should be hidden behind all rubbish piles and this has to be standardize for all.

Additional info:

This issue might affect also other objects which are created in the game to hide (bush)

Screens:





