A black screen with white text

Description automatically generated

Here when defining the list of elements called SaveSlots for the new run menu, i forgot to get the first items hitbox and instead tried to get it from a tuple.

The list SaveSlots contains tuples which have a button and a label element.

A black screen with white text

Description automatically generated

This error was raised when I didn’t click any elements, due to the returned list from GetElementsAtPos being empty, an error was raised when I tried to get the last item

A screen shot of a menu

Description automatically generated

If I click where the red arrows are after pressing one of the interactive buttons, the buttons function will be called, even though where I pressed there was no button.

A screenshot of a game

Description automatically generatedThis happens, because when I press a button the variable “overlay.Highlighted” gets set to the button, however when I release the mouse button, the “overlay.Highlighted” stays as the button, which means when you press the background, the variable stays the same, and when you release the mouse, it activates the function of the highlighted element which is still the button.

<https://github.com/Oriarm1234/A-Level-Project/issues/4>

design:

no generating different room sizes due to overlap issue with coordinates / size. Going to gen all same sizes of room and then remove walls to create a larger room by “merging” in a way.