

Bug Report

Bugs Being Addressed

- Fix XP bar not reflecting experience gained on the HUD: Nikhil
- Optimize XP VFX: Grace
- Investigate player audio trigger issues with enemies: Logan
- Fix moving platform bug: George
 - Fix bug occurring because checkpoints are placed on moving platforms: George
- Player controls remain active when in UIs: Min
- Player camera issues: Nigel
- Multiple enemies damaged when attacking only 1 enemy: Alvin
- Player does not move across slopes smoothly: Nigel
- Ranged weapon projectile speed bug when at or above full draw time: Min

Bugs Needed to be Addressed

- Fix bug causing melee attacks to be inconsistent
- Elevators sometimes are not triggered even when key is grabbed, causing soft lock
- XP seems to change randomly, including on start-up
- First use of melee attack upon startup often appears as a blue square instead of correct animation
- Not really a bug, but we have to remember that the "" hotkey/cheatcode will need to be removed eventually
- Credits music stops in the middle of the credits
- Options can't be accessed from main menu (title screen), clicking on it doesn't do anything
- Player sometimes falls through the purple platform from the 2nd/3rd Floor to the Dungeon Objective (almost guaranteed if player does charge shot)
- Occasionally charge shots fail to even hurt the lizard/satyr enemies
- Game lags quite a bit due to enemy hoards spawning too many too quick at the Dungeon Objective
- Not exactly a bug per se, yet it would be nice to communicate why player needs the keys
- Audio sound when player hits lever after 1st time still makes turning sound, lever doesn't move though
- At random times, player is no longer able to shoot during tutorial level
- When going from hub to generated level, still sometimes spawn off the level and free fall