**Perception Issues**

Team Members:

Stephen MacDonald (Scrum Master)

Zach Curll

Laura Amoroso

Zack Reynolds

Github: https://github.com/Perception-Game/main

Slack: <https://perceptiongame.slack.com/>

1. Clipping

Throughout multiple scenes in the game, objects held by the player and the player’s camera may clip through walls and other objects. Many steps have been taken to avoid this glitch. For example, increasing the reach of a walls mesh collider. However, this fix is almost impossible to enforce on game objects that are pickupable.

1. Object Sizing

The code for our game does not allow for a minimum or maximum size when resizing an object. This can lead to a number of glitches. For example, an object can be scaled too small and become lost to the player. On the other hand, an object can become too big and engulf the player.

3. Player Picking Up Objects

Although rare, the player sometimes has to try picking up an object multiple times. This is a seemingly random occurence that we all experienced and tried to minimize by giving objects larger box colliders. However, a player may still need to look an object from a certain angle to pick it up.

4. Pause and Reset Issues

The game has a bug where when a player resets a level, the player sometimes becomes immobile upon the reset. To fix this in the game, the play just has to pause the game a second time and continue. This is due to an error in the pause script that disables the player’s movement until “p” is pushed again.