

## **Bomber\_proc.py Bug Report**

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#### **Bug #1**

When bomb does not hit the building, the space button does not work and won't release a new bomb

Bomb does not disappear if it does not hit building

What should have happened: bomb should explode if the position of the bomb exceeds the ground level (canvas height)

How I fixed the bug: If bomb position is more than canvas height, then explode

#### **Bug #2**

Building on the right is cut off

This means the airplane cannot drop the bomb at the right most building

Building on the right should be clear so there is enough space for the plane to drop the bomb

How I fixed the bug: Changed dimensions

#### **Bug #3**

Plane cannot land

When the plane reaches the ground level, it just keeps going down. The game does not stop and allow the player to go to the next level

What should have happened: If plane reaches ground level, game stops and goes to next level is player presses n

How I fixed the bug: plane position has to be  $\geq$  CANVAS\_HEIGHT as it can't be exactly the same height as canvas height

#### **Bug #4**

Restart button doesn't work.

When pressed, it just quits the game

What should have happened: plane should reset to initial position, score goes to 0