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| Bug nr: | Version |  | Priority | Severity | Type | Assign to |
| 00001 | 0.2 |  | P2 | Minor | Coding error | Wybren |
| Problem | | | **How to reproduce** | | | |
| Archer & Assassin stop walking when player walks into a room.  Expected result: Archer or assassin aqquires new line of sight Actual result: Archer of assassin stops moving. | | | 1: Walk into a small room, and make sure you have a wall on each axis of the player. | | | |

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| Bug nr: | Version |  | Priority | Severity | Type | Assign to |
| 00002 | 0.2 |  | P2 | Severe | Coding error | Wybren |
| Problem | | | **How to reproduce** | | | |
| FadeOut shader doesn’t work in unity 5.5  Expected result: Shader fades out objects when they get close to camera Actual result: Shader always fades out objects when in screen, so a hole is pierced straight through the world. | | | 1: point the camera of either game or scene at an object with the shader, and see for yourself (you do have to be in unity 5.5 | | | |

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| Bug nr: | Version |  | Priority | Severity | Type | Assign to |
| 00003 | 0.2 |  | P2 | major | Coding error | Wybren |
| Problem | | | **How to reproduce** | | | |
| Enemy death animation keeps starting over and over  Expected result: enemy falls to the ground. Actual result: enemy gets some sort of seizure and keeps doing this for eternity | | | 1: kill an enemy | | | |

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| Bug nr: | Version |  | Priority | Severity | Type | Assign to |
| 00004 | 0.2 |  | P2 | Major | Coding error | Wybren |
| Problem | | | **How to reproduce** | | | |
| Enemy keeps moving when dead.  Expected result: enemy falls to the ground and stops moving. Actual result: enemy falls to the ground and keeps following the player | | | 1: kill an enemy. | | | |

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| Bug nr: | Version |  | Priority | Severity | Type | Assign to |
| 00005 | 0.2 |  | P2 | Minor | Coding error | Wybren |
| Problem | | | **How to reproduce** | | | |
| When enemy is killed before entering combat (dragonpunch), the FOV doesn’t stop being draw.  Expected result: Enemy dies, and no kind of FOV is visible Actual result: Enemy dies, FOV still visible. | | | 1: Kill yet another enemy. | | | |

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| Bug nr: | Version |  | Priority | Severity | Type | Assign to |
| 00006 | 0.2 |  | P2 | Minor | Coding error | Wybren |
| Problem | | | **How to reproduce** | | | |
| Player walks straight through walls  Expected result: Player stops moving when meeting a wall. Actual result: Player clips straight through the said wall, and continues without a hassle. | | | 1: walk towards a wall in any level. | | | |

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| Bug nr: | Version |  | Priority | Severity | Type | Assign to |
| 00007 | 0.2 |  | P2 | Major | Coding error | Wybren |
| Problem | | | **How to reproduce** | | | |
| When player executes dragon punch in any other direction that forward, the player rotation is now fucked, and doesn’t rotate back to any other state.  Expected result: Player executes dragon punch, and is then able to move on without any hassle. Actual result: player rotation is broken, and player is unable to continue playing. | | | 1: Execute dragon punch by pressing “x”. | | | |

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| Bug nr: | Version |  | Priority | Severity | Type | Assign to |
| 00008 | 0.2 |  | P2 | Minor | Coding error | Wybren |
| Problem | | | **How to reproduce** | | | |
| Last quest objective keeps active after activation  Expected result: quest objective is triggered, and then deletes itself. Actual result: quest objective is triggered, and then stays active. | | | 1: trigger the last objective in any scene. | | | |