# Working Prototype Known Problems Report

# Dungeon of Pixels, 07/27/2016

# Team Keter

Major

-If 16 or more players enter same map, it will be crashed. => Limit player to enter the map if already 15 players are in the map. (Actually, it is not a failure or a bug)

-In the menu, stat/inventory menu does not work. => We did not implement it yet.

Minor

-After account creation, focus does not move to the messagebox.

-Sometimes, color displayed strangely in a moment. => have to control concurrency between writing color buffer and reading color buffer. But we decided not to fix this bug since it can cause performance problem.

-Map/Item editor is buggy and incomplete. => But enough, actually.

-Cannot resize the window. => It is inevitable. Since we do not use line changing character, proper window size has to be maintained.