Working Prototype Known Problems Report
Alien Clean Up
Team SLIME BOYS
revision #:1
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List of functions not working correctly:

- Slime fusing will sometimes have a graphical glitch where the sprite of the smaller slimes is displayed on top the sprite of the combined slime. What is intended to happen is for the sprite of the 2 smaller slimes to be covered by the larger combine-slime sprite.

- Menus sometimes can not be controlled by a controller. Must use mouse to navigate the menu.

- When abducting a fused slime the janitor can miss the hitbox by approaching the fused slime from some angles the result is the janitor walking right through the abducted slime. This bug happens very rarely and there is no indication as to how it occurs

- The sprite of the janitor will clip with a wall that is directly above him. The resulting behavior is when the sprite for the janitor is animated one frame will appear full while the next frame will be partially blocked by the wall.