



FEEDBACK TEMPLATE

BUG RAPPORT OPPOSITION TURN IN 1

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Opposition against: Anders Svensson

Game: Trespasser

ABSTRACTION

I have focused on 5 five bugs, even though you have reported 9. I think you have done a good job and have been thorough.

BUG 1

Hansoft Description : Description

Comment from Hansoft (copy paste)

If a weapon lies on the edge of a platform, it gets stuck there and slightly wobbles while laying there.

Take a gun, preferably a longer one like a rifle, and drop it on the edge of the platform. Even 75% of the gun is over the edge, the gun will get stuck there and wobble slightly in place. If you try to pick it up, it won't budge. After you let it go, it falls over the edge.

Feedback

I think it's pretty clear what the bug is, and you explain it in a short way which is always good. This one took a while to reproduce, and it probably doesn't occur very often. You could have been a little more specific as to which edge you meant. If you meant all of them, you probably should have reported that. I think you did well in finding this, and it's important that this shouldn't occur in the final version of the game.

BUG 2

Hansoft Description : Description

Comment from hansoft (copy paste)

Near the beginning of the demo, you have to make a trailer tumble towards the platform in order to get down. Getting it to tumble that way doesn't always work. For me it fell into the ground and got stuck there, which made it impossible to descend to the ground without dying.

When the bug appeared for me, I first shot the left support and then fired on the trailer itself. Sometimes it behaves normally, but many times it will instead get stuck in the ground. It seems to happen more often if you shoot at its upper left corner after shooting the support.

Feedback

I 'm impressed that you found this one. But it's arguable if it's a bug or if it's a feature of the game. Since the designer's intension was to make a "realistic game", they might argue that the trailer reacts realistically, rather than that it's a bug. And you could always restart the game. But if this simulation is a model of a much more complex system, I think it's not good game art [<http://www.half-real.net/dictionary/>]. Or in short: bad game design.

BUG 3

Hansoft Description : Description

Comment from hansoft (copy paste)

As the demo starts, a yellow raptor will be attacked and killed by the red raptors. When the red raptors start feeding on it, the carcass will cause odd physics bugs. The red raptors will trip over it and it will get stuck to their legs. When they do, the carcass will either start flailing around in its ragdoll state or get stuck in the ground and start stretching to odd proportions.

Watch the red raptors as they feed and avoid getting their attention.

Feedback

It certainly looks weird when the raptor eats from the carcass. But either I couldn't reproduce the bug as you describe it, or maybe it's not a bug. Actually, what you describe as "getting stuck to their legs" is probably meant to happen (in this games' context); the raptor has pretty big claws. And I can't complain about the ragdoll physics of the other animal, or the "stretching" because this looks pretty ok to me. What I would have liked here is a picture or a movie clip, because I might misunderstand you. But then again, this game has so many flaws so this might occur in a way I couldn't spot, although I have restarted the game many times to watch these events. Maybe the game developers should have thought that this just doesn't look "right", realistic or not.

BUG 4

Hansoft Description : Description

Comment from hansoft (copy paste)

When I jumped onto the trailer from the starting platform, I took damage twice. The fall once left me with so little health that jumping off the trailer would kill me.

When jumping onto the trailer, aim for the edge of the roof. This will almost always cause the double damage to occur.

Feedback

This happened to me too, probably the second time I managed to get down from the second heliport platform. I think this is a bug, because it makes the game less fun. Yes, this can happen in the real world, but on the other hand, you probably shouldn't die of a broken leg that easy for that matter. But most of the times I didn't die, as you describe it, when jumping to the ground from the trailer. But it did occur - I think they just had too many other, more serious, bugs to take care of.

BUG 5

Hansoft Description : Description

Comment from hansoft (copy paste)

If you look at Anne's body after dying, you can see the skin texture "bleeding" through the cloth texture on her arms.

Simply look at Anne's body from the left to right after getting killed.

Feedback

I don't think this is a flaw, just poor graphics mostly because this is an old game. Her tank top is a bit torn, probably after the plane accident (or whatever happened). If you look at her when she is "alive" the cloth looks the same. But then again, I might not have the same bug as you. You could have attached a picture or something to the rapport. But I did think this was a bug the first time I saw it too.

SUMMARY

I think you have found some serious bugs, which should have been rectified before they shipped this game.

You should have documented more with pictures and maybe a movie-clip, and in some cases you could have been more detailed. In some way It's arguable if the bugs you reported are bugs, or just bad game design/poor graphics.

Overall I think you did a good job, and some of the bugs must have taken a long time for you to find. I think you describe the bugs in a good and precise way, and they are pretty easy to reproduce after your text.

Other