



Feedback Template
Bug rapport opposition turn in 2

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Opposition against: Roy Mikaelsson
Game: Just Cause

Abstraction

You have reported 11 bugs, and I have looked on 9 of them. You seem to have played this game a lot and tried hard to find different bugs. Good job!

Bug 1

Hansoft Description : Delayed tutorial
Comment from Hansoft (copy paste)

The tutorial tips are delayed so much so the player doesn't really know what to do. Tutorial tips pop up too late. The deployment of the parachute and how to land on the vehicles shows up long after you have landed.
Start the demo and play for 2 minutes.

Feedback

Definitely a bug and an annoying one as well. Even if one can see "(E) DEPLOY PARACHUTE" on the left side of the screen, it's something the player hardly sees. At least I didn't and I died many times before I noticed this. The message box is something that's hard to miss, and should absolutely have come before you land or die. You have put this as a Severity C but actually it could be more severe, more like a B bug. The reason I am not sure about this is because you can't play the game until you know this (to land pressing "E"). But on the other hand, as I mentioned, one can see the info on the left side of the screen. Maybe it's something between C and B, and therefore it's better to report it as B? Anyway, it's a bug and that the most important thing and it should have been taken care of before they shipped this game.

Bug 2

Hansoft Description : Inconvinient controls.
Comment from Hansoft (copy paste)

Inconvinient controls.
While you use the mouse and standard WASD controls to control the character you have to remove the tutorial tips with ENTER. Have to move one of the hand quite a bit.
Get any tutorial tip box to show up.

Feedback

This bug is also bothersome and breaks the flow of the game. I second your opinion on this as well as the Severity D that you have set. (But the teachers list doesn't use "D" so I am not sure how/if we shall use this. But it is a minor bug.)

Bug 3

Hansoft Description : Grass in the car
Comment from Hansoft (copy paste)

While driving around in a sports car at a grassy field you can see the grass inside the car... may be hard to fix but it looks really dumb.
Travel over any grass in a car with high graphic settings on.

Feedback

Nice that you saw this! The picture you brought describes it well, but you could have written down in Hansoft which picture file that belonged to this bug. But this is really a silly looking bug. I had preferred a non-transparency window in the vehicle before this. I agree with your Severity C as well.

Bug 4

Hansoft Description : Ground texture clipping
Comment from Hansoft (copy paste)

Ground texture shows through the road depending on how you angle the camera.
Head toward mission objective 3, go to where the picture included is taken and flip around with the camera a bit.

Feedback

You describe this one well, and it's easy to reproduce. It's probably a Severity C bug as well. If you had wanted to make this absolutely crystal-clear you could have attached a movie clip.

Bug 5

Hansoft Description : Free fall and survive
Comment from Hansoft (copy paste)

As long as you fall and press E over a car there is no problem surviving the fall without a parachute no matter how high up you started. Start the demo, fall and try to get onto a car as explained in the tutorial tips.

Feedback

Nice that you notice this but you could have described it a bit more thoroughly in your text, for example you could have described the land-on-the-car process in greater detail. Anyway, I do agree that this is strange, and it's a bit silly. But the main question here is if this actually is a bug, or if it's a (poor) feature of the game. Sometimes this game is silly and doesn't take itself too serious. But if one crash-lands the character dies, so it is obviously dangerous sometimes to fall from a very high point in the game. So the game isn't very consistent with things like this. So I think it's a bug, and should be reported. The game designer can then consider if this is what they intended to do, or if this is a bug. I also think that this is a Severity C bug.

Bug 6

Hansoft Description :

Comment from Hansoft (copy paste)

ALT key in windowed
Pressing the ALT key while playing in windowed mode (add /windowed in the shortcut) stops the game as if a windows menu would come up but nothing there. Should integrate the key into the game somehow so this doesn't happen.
Play in windowed mode. Press the ALT key.

Feedback

I couldn't reproduce this one and maybe it's because I misunderstood you. I can't play this demo in windowed mode and I can't reach any setting for this. You should have been more detailed about how to play in windowed mode etc.

Bug 7

Hansoft Description : Wall climbing
Comment from Hansoft (copy paste)

You can travel alongside walls as long as they aren't 90 degrees.
Find a really steep slope that you can't walk upward on. Find somewhere a bit higher up then walk alongside the wall, always facing and walking toward it and you can go where you probably shouldn't be able to.

Feedback

I have also noticed this, and I thought it was silly. It looks ugly and also, since you can't do this in "reality", and there is no good reason why one can do this in the game, I think this is a bug, and not a feature. I think it's a Severity C bug as well, but if one "can go where you probably shouldn't be able to" as you describe it, it could even be a Severity B bug.

Bug 8

Hansoft Description : Game freeze
Comment from Hansoft (copy paste)

Game freeze for a couple of seconds and become unrepsonsive when failing a mission. Lose a mission? Not sure why. Can be because the game is old and I run win 7 64-bit or anything related to hardware I guess so can be hard to reproduce.

Feedback

This doesn't happen to me but these kinds of error are hard to detect, I guess. As you describe it, it could depend on the OS version and/or hardware or a dated game. It could be the driver, but if you (as I assume) have updated everything then it could be a compatibility problem. Well, it's hard to know and you are right to set Severity B on this, I think.

Bug 9

Hansoft Description : Enemies doesn't aggro
Comment from Hansoft (copy paste)

If you travel toward the helicopter in part 3 of the mission and get up on the building without taking the stairs, the enemies are friendly for some reason. Trigger on the stairs only?
Get a motorbike, get a lot of speed from traveling downhill toward the objective and deploy your parachute when getting close to fly up on the helipad. Now the enemies will not shoot at you.

Feedback

I agree that the NPC's AI often doesn't get aggro in this game when it really should, and I can clearly see on the picture that you managed to get to the heliport without aggravating the NPC. But I couldn't reproduce this one. One reason is because you weren't very detailed and another is because this seems pretty hard to do. A movie clip would have been perfect or at least 3-4 pictures describing from where you start with the motorbike, where to deploy the parachute etc.
However, I think it's nice that you took your time to test this, unfortunate that you didn't document it more thoroughly. And I also think this problem is a Severity B bug.

Summary

Overall I think you did a methodical and good job.

I think that you should be more detailed in some cases and have documented the bugs more thoroughly, for example attached some movie clips, or at least more pictures and maybe a map? You have gotten some criticism that some of the bugs that you reported were bad design rather than bugs, and I think that you now have more “real” bugs reported (but sometimes it’s hard to know what is what).

I think you have reported interesting bugs and it’s nice that you have really tried to find some hard ones.

Other