



Feedback Template
Bug rapport opposition turn in 2

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Opposition against: Dariush Djamnezhad
Game: Just Cause

Abstraction

I have focused on 8 of your 13 bugs, especially on the more severe ones. I think you did a good job and that you were thorough.

Bug 1

Hansoft Description : Car will disappear when you look away
Comment from Hansoft (copy paste)

When you shoot a car that's a certain amount of distance away from you, then turn away and look back, it will have disappeared.
Shoot a car (so that the driver will run), make sure there is some distance between you and the car (see video for reference). Look away and then look back quickly. It should be gone.

Feedback

This certainly looks weird, but is it a bug? It is common in a lot of games that destroyed things "disappear", to save memory. I do agree that the vehicle vanishes too fast, and that they should tune this before the game is shipped. So I assume that one could call this a minor bug. You have put this as a Severity C bug, and I agree with you about that.
(In the movie clip you have 2 examples of disappearing vehicles, but in the first one the player doesn't seem to fire at it. It just disappears when the player looks away. I think that this actually could be a different, but similar, bug. Since you don't mention it and I'm not certain I'll leave it at that)

Bug 2

Hansoft Description : Moving guerilla officer might cause problems with mission
Comment from Hansoft (copy paste)

The guerilla offices that starts the liberation mission for the second target can be moved. Moving him too far and then activating the quest might cause the trigger for the barricades not to function (mission can't be completed) or for the mission not to work properly at all (no barricades or rebels).
Use a car to push the officer to the north (or just away from the mission area). When his marker turns red, start the liberation mission. This doesn't always make the mission bugged, but pushing him further might reproduce it better. When I pushed him down in the water the mission didn't work at all after I tried to start it.

Feedback

Very good and funny as well! This is undoubtedly a bug and totally unnecessary. Why didn't the developers just make this impossible?
I second your Severity C as well, because I guess very few people will try this.

Bug 3

Hansoft Description : Weird sounds when jumping against certain materials
Comment from Hansoft (copy paste)

When jumping against a certain type of material and/or building you will get a sound resembling a deck of cards being shuffled.
Jump against a building or a solid object so that the player is causing friction against the object. If it doesn't produce the sound try another object. See video for reference.

Feedback

This strange noise is something that I have heard as well. I guess that the sound programmer didn't do the job properly. When the player hits the wall the sound probably restarts or something.
You have set a Severity D on this and I agree, but the teacher's list doesn't use "D" so I am not sure how/if we should use it. But it is a minor bug.

Bug 4

Hansoft Description : Intersecting containers
Comment from Hansoft (copy paste)

The containers in the screenshot are intersecting with the bottom containers causing them to show through.
Go to the location provided in the screenshots.

Feedback

Great that you attached a map to the place! This bug is really ugly and is something that they probably could fix fast. I also think that this is a D bug.

Bug 5

Hansoft Description : Unusable ladder in mid-air
Comment from Hansoft (copy paste)

There is a ladder in the middle of the air close to a crane. It is not usable.
Go to the location provided in the screenshot of the map and look for the ladder by a crane in the construction site. Use the screenshot of the ladder for further reference and minimap.

Feedback

I agree that this is a bug, because you can climb on other ladders in the game. And of course because the ladder hangs in midair. (Maybe that's why you can't climb it?).
If this would be a "Game critical feature" this would be a Severity A bug, but I think D is sufficient and therefore agree with you.

Bug 6

Hansoft Description : Sound not consistent with number of bullets for automatic weapons
Comment from hansoft (copy past)

When firing an automatic weapon with single clicks the sound will play 2-3 bullets getting fired off but the ammo counter shows only one bullet getting fired off at a time. Pick up an automatic weapon and fire with single clicks of the mouse. Note that it sounds like you are firing 2-3 shots in a row but when you look at the ammo counter you will see that it is a sinlge bullet fired off each time.

Feedback

It seems sloppy that the developers didn't take care of this. Often players listen to the sound of automatic guns to determine how many shots have been fired, so you don't waste bullets and can estimate how much damage an enemy has taken. So I think it's a serious bug, and at least should have Severity C, as you have put it, but maybe even B.

Bug 7

Hansoft Description : Player shadow is seen when on a building
Comment from Hansoft (copy paste)

When standing in a position on a building were the players shadow shouldn't be visible it is. Go on top a building like in the video and face the ground so that you can see your own shadow. May or may not be dependable on the sun's position.

Feedback

Nice that you saw this one! This looks really bizarre and I wonder why this is happening? The building the player stands on must lack some of the game engines properties or something. Anyway, nice job and I do agree with your Severity.

Bug 8

Hansoft Description : Crooked fence

Comment from Hansoft (copy paste)

A fence in the town is crooked.
Go to the location provided in the screenshots.

Feedback

I do have the same opinion that this is a bug, and I do second your Severity D on this one.

Summary

On your last rapport you received some criticism that you could have attached some more movie clips but this time this is something that is not missing. Very good!

On the car_vanish.mp4 file the first depiction of a disappearing car and the text doesn't fit, as I wrote under Bug 1. I cannot play magic_rock.m4v file, but since you have attached files to so many other bugs I've focus on these instead. Even if the maps that you'd put the movie clips/pictures was named as the bugs in Hansoft, you could have had the files name in Hansoft, just to make it crystal-clear which file goes with which.

I think you have done a good job and have been thorough and I think most of your Severity is set right (and I guess that is ok to set the "D", as I mention above).
Keep up the good work!

Other