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Intro to Programming

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Bug Report

* When on a character introduction screen, if you click where the button for another character was, you would go to that character’s screen because the buttons were still there even though they weren’t displayed
  + Fixed this by moving the buttons off the screen when on a character introduction screen
* When on the start screen, if you clicked on start where the Hawk Girl button appeared, it would bring you directly to the Hawk Girl Introduction Screen
  + Fixed this by moving the buttons to the sides so when you click, you only click one button at a time
* The enemy ships after a column has been destroyed will continue moving left or right
  + Semi – Fixed;
* When hitting the space bar to shoot, bullets sometimes do not come from the ship if the ship is moving
  + Not fixed
* Bullets firing is delayed
  + Due to key delay
* Starting the game there is a missing ship in the top left corner
  + We think this ship got stuck on the left of the screen due to the way the vel variable to change direction was defined