**Working Prototype Known Problems Report**

**VR Robocopter**

short line

**Team Name:** VR Game Project   
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**Detected Bugs**

* Turning phone upside down causes odd handling  
  **Caused**: Turning phone 180 degrees on the z-axis   
  **Location**: PlayerController.cs

**Possible Solution:** Lock camera movement to prevent it from rotating 180 degrees along the z-axis

* Sometimes improper calibration causes phone to behave as if player was looking backwards  
  **Caused**: Having the player look around too widely during loading the next scene. Requires the game to be reset

**Location:** PlayerController.cs or GoogleVR

**Possible Solution:** Find a way to restrict the player’s camera orientation upon loading a new level

* Sometimes the tunnel gets too small and there is no “path to victory”  
  **Caused**: When the tunnel’s procedural generation runs too many obstacles too close to each other. Low chance

**Location:** buildFieldWide.cs

**Possible Solution:** Add additional constraints to the code making it logically impossible for blocks in the same wall section to grow too large

* Some sprites appear pink if material shader was not automatically initialized as a default sprite.  
  **Caused**: Occasionally happens when the unity engine’s sprites were not developed on the machine it’s running on

**Location:** Unity Engine

**Possible Solution:** select the prefabs that are missing textures and manually select them. Won’t effect iPhone or Android game, only those developing in Unity

* On occasion, the tunnel fails to be loaded causing the player to float endlessly through empty space. The only way to deal with this bug is to fully reset the app. Luckily it happens rarely.

**Caused:** The error is between the player collider and the game’s starting trigger

**Location:** onEnter.cs though it’s most likely either an issue with the placement of the trigger and player at the start of the game or a processing glitch. The code is clean, simple, and works in most cases

**Possible Solution:** Rearrange the sizing and placement of the trigger, though it is likely more difficult

* Magnetic trigger doesn’t do anything

**Caused:** GoogleVR depreciated resources, new version was not reconcilable.

**Location:** GazeViewer library.

**Possible Solution:** Recreate menus and re-import the new googleVR package

* Every so often when you run the game, it only appears on about half of the phone screen, restricting the game experience

**Caused:** Phone orientation defaulted to profile instead of horizontal.

**Location:** Hardware.

**Possible Solution:** Always launch game specifically having already angled the phone in the correct position. If the game has launched in the wrong orientation, close and restart the game.