

Working Prototype & Known Problems Report

Product Name: IdleCraft

Team Name: IdleCraft: The Idle Crafting Game

Team Members: Brian Andrus, Saar Sayfan, Travis Kerns, Nathan Lakritz, Eduardo Zamora

Date: 12/01/19

List of known bugs:

- 1) Prolonged usage of the application may cause sudden crashes without warning. We believe that this is due to the multiple threads updating values and UI elements concurrently. This bug can probably be fixed through code optimization.
- 2) Too many rapid interactions upon opening the application can also cause the app to crash. We believe that this is because the application needs a little time to load values into memory. A short loading screen could amend this issue.
- 3) Upgrading the rate of a craftable item does not currently do anything. This is not really a bug, it's just a feature that has not been implemented yet. We thought we should include it here since the button is there, but it does not do anything.
- 4) There are clipping issues in the UI when quantities get too large. There are a number of solutions to this. We could make the UI bigger, the font smaller, or a combination of both.