

# ASUNDER

## KNOWN ISSUES



- Rolling Head flicks when moving in different directions.
- Rolling Head flickering is intensified on the middle part of the Forest Level.
- Falling cigarette in Forest Level uses physics simulation, causing it to sometimes clips into the ground.
- Adjustment of character's rotation to the ground may act weirdly when close to invisible colliders (triggers).
- The Wall Run might act snappy depending on how steep is the slope of a wall and the current frame rate of the game.
- Character's model doesn't take changes on the floor into account when rotating the camera while charging abilities (Breath or Hook Shot).
- Push-able objects might fall onto flying platforms in Atelier Level, what makes the puzzle impossible to be completed.
- Hook Shot is able to pull the character into walls if ability is used on a small gap.



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