

Known Issues - Asunder

Issue #01

Rolling Head flicks when moving in different directions.

Issue #02

Rolling Head flickering is intensified on the middle part of the Forest Level.

Issue #03

Falling cigarette in Forest Level uses physics simulation, causing it to sometimes clips into the ground.

Issue #04

Adjustment of character's rotation to the ground may act weirdly when close to invisible colliders (triggers).

Issue #05

The Wall Run might act snappy depending on how steep is the slope of a wall and the current frame rate of the game.

Issue #06

Character's model doesn't take changes on the floor into account when rotating the camera while charging abilities (Breath or Hook Shot).

Issue #07

Push-able objects might fall onto flying platforms in Atelier Level, what makes the puzzle impossible to be completed.

Issue #08

Hook Shot is able to pull the character into walls if ability is used on a small gap.