**Sprite Bugs**

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| Room | Issue | Image | Status |
| GuardHouse Floor 1 Room 1 | - Put colliders for multiple boxes into single collider  - Missing rightmost pixels for table, char, sofas, and boxes |  | -Fixed |
| GuardHouse Floor 1 Room 2 | Footprint needed for book shelf. Book shelf goes on top of cabinet. Books go on top of bookshelf  Rightmost pixel missing for chairs, desk, and cabinet |  | -Fixed |
| Church Floor 1 Room 1 | Need invisible pixel to align church wall 3 |  | -Need clarification as how to fix this issue – invisble pixel… doesn’t exist? |
| Church Floor 1 Room 1 | Unsure how to place shadow |  | -Thing’s fixed now |
| Church Floor 1 Room 1 | Footprints Missing |  | -Which ones? |
| Customs House Floor 1 Room 1 | There is way too much stuff going on here. Is books and boxes items? Do we need to be able to treat the scrolls as items? |  | -the books and boxes act as items more or less – they’re stored inside the shelves and can be interacted with by interacting with the shelves. Scrolls are similar |
| Customs House Floor 1 Room 1 | Need rightmost pixel for all colliders |  |  |