Holy Melon Studio’s Known Bugs List

Menu Bugs:

* Multiplayer does not work: Deprecated
* Leader board does not work: Deprecated
* Achievements incomplete.
* Full Screen not functioning

Audio Bugs:

* Mute doesn’t work sometimes.

Graphical Bugs:

* Icon not included in the executable.

Game Mechanics:

* Enemies do not have functioning gravity.
* Spawners spawn enemies of specified type infinitely.
* Spawners should only spawn enemies when not on screen so they do not spawn on top of player or are visibly spawning in front of the player.
* Trap tiles do not deal damage over time they deal damage per update.
* Only handgun bullets damage enemies.
* Only melee enemies damage players.
* Level transitions only exist for levels 1 & 2 (right and bottom right respectively) they have poorly setup entry points.
* Ceiling collision issue where player is teleported beyond the bounds of the level or area.
* Right walls are jittery based on changing animation sizes.
* Ammunition collision rect and rotated image do not align.
* Rocket boots are infinite for propulsion if you ‘tap’ the jump button.
  + Rocket boots fuel consumption varies based on amount of objects on screen.
* Level 2 at the bottom right of the main room has one section that is impassable due to a trap field.
* The hook has issues with swinging.
  + Swinging speeds vary based on object amount on screen.
  + Player does not keep momentum while swinging from block to block.
* The hook has issues with rotation.
* The hook occasionally causes heap corruption.
* The hook when combined with tile collision causes ridiculously awesome teleportation that is although awesome, completely terrible at the same time.
  + When player hooks to the top of a block and swings off from it, if he collides with the bottom of a block he will teleport to the right of the platform or block section.
* When extending/retracting from the hook using S and W collision is sometimes ignored.
  + Player can grapple through blocks when moving down.
* Sticky grenades only adhere to the upper left corner of enemies instead of collision point.
* Sonic Rifle (looks like tesla coil) charge animation is buggy.
* When there is only one falling block in a section of multiple blocks the player will get clipped and won’t fall unless perfectly aligned with said falling block.
* If there is any type of ammo on screen while player is attempting to leave level crash may occur, especially if new ammo types are currently being created.
* Hover boot drop speed increases over time