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

**QA Known Bugs List**

1. When Almost exiting Level 1, collision with wall don’t allow the player to fall if the player keeps jumping.
   1. Believed to be fixed. Please verify this.
2. When Lag comes, colliding with floor doesn’t work.
   1. Unfixed, this optimization has been postponed for the moment.
3. top right corner of first level when colliding makes player teleport to the right.
   1. Is on the known bugs list, and is partially fixed. However the bug still exists.
4. second level after half of it there are some platforms to jump, some of them are purple and fall once u step on them, if player doesn’t jump to the next one and fall, there is no way to try again.
   1. This is in progress.
5. When using grappling hook, the player loses health.
   1. Fixed.
6. In the how to screen arrowing up and down hides the selection box in 1 spot.
   1. Selection removed, bug no longer exists. A scrolling feature has been added to view all current controls.
7. Enemies go through objects.
   1. Unfixed.
8. I went straight through level 1 and entered level 2. I walked forward and as soon as I left the tiles it crashed.
   1. Bug could not be recreated by our dev team, could you be more specific as to which level you are referring and what steps are needed to recreate it?
9. Enemies spawn on player instantly killing the player.
   1. Enemies no longer spawn on the player.
10. Credit State doesn't exit once credits finish scrolling.
    1. Fixed.
11. Third Image in Attract Mode missing/incorrect.
    1. Fixed.
12. The how to play screen doesn't actually display controls, only the possible actions the player can take.
    1. Fixed.
13. Player can select the game-pad control scheme without a game pad plugged in.
    1. Selection screen removed.
14. When near end of first level rockets don’t fire.
    1. Bug is based on collision, the rockets collide instantly and are removed instantly. Bug remains for the moment.
15. When the cursor is close to the player the bullets fly off in different directions.
    1. Not fixed.
16. When player would fire rockets one would appear in the upper left of the first level.
    1. Fixed.
17. When player is standing still the camera jitters.
    1. Fixed.
18. When player throws grenades their angles are odd.
    1. Fixed.