[Alpha/Beta] **Bug List** [Open, Verified, Fixed, Cannot Fix]

**Bug #**

**Member:**

Matt

**Summary:**

The map gives an error when attempting to open on the mobile device.

**Priority:**

Severe

**Status:**

Fixed

**Assigned to:**

Matt

**Description:**

This bug would load a number (in the billions) that was an error code as to why the map would not load in the phone. In order to fix this, I had to re-do the map using 1 sprite tile sheet rather than several. In order to achieve this, I had to redo the sprite sheet several times to accommodate this change.

**Bug #**

**Member:**

Matt

**Summary:**

The map gives an error when attempting to open on the mobile device(2).

**Priority:**

Severe

**Status:**

Fixed

**Assigned to:**

Matt

**Description:**

This bug would load a number (in the billions) that was an error code as to why the map would not load in the phone. In order to fix this, I made a map using every sprite on our sheet and would take 1 away until it stopped giving an error. In the end, I was able to just remove a map layer in Tiled that consisted of foliage and grass and that solved the problem.

**Bug #**

**Member:**

Matt

**Summary:**

The sky has black lines throughout it when moving through the map on the phone [issue not present in Tiled]

**Priority:**

Minor

**Status:**

Open

**Assigned to:**

Matt

**Description:**

This bug gives black lines that glitch in and out of picture when walking through the map on the mobile device. This issue is not gamebreaking and will not be fixed before the alpha / beta release of the game as there are more pressing issues that take priority.

**Bug #**

**Member:**

Matt

**Summary:**

AndEngine will not accept diagonal collision detection

**Priority:**

Moderate

**Status:**

Fixed

**Assigned to:**

Matt

**Description:**

This bug prevented the use of free-form lines as a form of collision detection for map boundaries. I had to go through and redo all of the collisions as object shapes [boxes] and it seemed to solve the problem.