Bug ID	TestDate	Severity	Component	Summary	Test	Scene	To reproduce	Expected outcome	Actual outcome	Screenshot
1	22/10/2022	3	Player Movement	Jump can be buffered by pressing space key whilkst player is in air causing immediate jump on contact with ground	12	Alex Test Scene	1. press the jump button whilst player is in the air 2. wait for player to hit the ground again 3. observe action after player hits ground	player will not jump in the air and will land normally	player immediatley jumps upon impacting the ground	Assets/Documentation/Screenshots/ScreenShotBug1.JPG
2		2	Vertical Moving Platforms	Player cannot move properly when on a Vertical Moving Platform	1	Nathan Test Scene 1	1. Whilst on Vertical Moving Platform, then press W, A, S or D keys to attempt movement on the platform.	When the player in on the platform, the player is carried along the platform but the player is capable of freely moving on the platform	player is stuck and cannot move horizontally when the platform ascends. the player is constantly falling when the platform decends. specific results vary with platform speed	Assets/Documentation/Screenshots/ScreenShotBug2.JPG
3	27/10/2022	3	Player Movement	Player spins continously after off center collision	7	Alex Test Scene	1. walk the player into a collider causing an off center impact to the player 2. move away then relsease keys	Player should continue facing previous direction once keys released	Player spins continously once keys released	Assets/Documentation/Screenshots/ScreenShotBug3.JPG
4	27/10/2022	2	Trampolines	Player receives vertical impulse even if hitting trampoline from the side	18	Alex Test Scene	1. walk the player into a trampoline from the side	Player will only receive impulse if impacting trampoline from above	player receives vertical impulse when impacting side of trampoline	Assets/Documentation/Screenshots/ScreenShotBug4.JPG
5	27/10/2022	3	Player Movement	Player moves quicker in diagonals	6	Alex Test Scene	1. Move the player in a diagonal direction i.e. w and d keys inputed 2. observe player speed	Player will move at a designer specified maxiumum speed no matter the direction	Player moves faster in diagonals	N/A
6	29/10/2022	2	Camera Control	Camera does not follow respawned player.	3	Nathan Test Scene 1	1. Fall into the void or get "Lasered" 2. observe camera action at player respawn	Player respawns at the checkpoint, and the camera follows the respawned player	camera is stuck at the last location of the original player.	Assets/Documentation/Screenshots/ScreenshotOfBug7.png
7	29/10/2022	1	MoveHorizontalPlatform	Player Unable to jump on Horizontal Platforms	1	Alex Platform Test scene	1. whilst on horizontal moving platform press jump button	player jumps	player does not jump	Assets/Documentation/Screenshots/ScreenshotBug8.JPG
8	3/11/2022	3	Camera control	Camera only rotates on left mouse click, does not specify this anywhere in the requirments	34 and 35	Level 1	1. move the mouse horiontally and vertically around the player wiothout clicking the left mouse button	the camera should move around player	the camera does not move around player	N/A
9	3/11/2022	2	Player Movement	Player does not carry momentum whilst in the air	11	Alex Test Scene	1.Move Player 2. whilst moving player, jump the player and let go of movment keys whilst in the air	player should maintain velocity	player immedatley slows down as if they were on the ground	N/A
10	3/11	2	MoveHorizontalPlatform	Player moves slower on Horizontal moving platforms	32	Alex Platform Test scene	1. whilst on Horizontal moving platform move player around on horizontal moving platform	player should move as normal	Player moves much slower than they should	N/A
11	3/11	3	MoveHorizontalPlatform	Player would not perfectly maintain position on horizontal platform when moving perpendicular to platform movement	32	Alex Platform Test scene	1. whils ton horizontal moving platofrm move player perpendicular to platform movement whislt platform is moving	player should move move in the direction of movement perpendicular to the platform, but should remain in the same relative position in the axis parrallel with platform movment	Player loses position in the parrallel axis when moving in perpendicular axis	N/A