Known Bugs Document

Projectiles:

- ~~Laser trail would not reflect actual collision radius~~
- ~~Laser will make contact with target but won't destroy objects at a certain distance~~

Score:

- ~~Score won't update if target is destroyed from too far away from player~~

Player Movement:

- ~~Increasing/Decreasing speed will sometimes automatically increase/decrease to the max or min value when it's supposed to increase/decrease in increments~~

Enemies:

- ~~Enemies spawn and despawn in player's field of view~~
- ~~Enemies would not follow player movement for accurate firing~~

Power-Ups:

- ~~Dropping two power-ups at the same time when object is destroyed~~
- ~~Power ups could be destroyed by player missiles~~
- Player can shoot and destroy orbs (Enemy child issue)

Shooting/Aiming:

- ~~Mouse aiming would travel off the visible screen.~~
- ~~Reticle for shooting wouldn't reflect actual aiming~~

Environment:
- ~~Going into tunnels would stop player from continuing~~
- ~~Turrets would not show up during some instances of play~~

Start Menu:
- ~~Picking different ships from menu would restrict camera in-game~~
- ~~Different resolutions would distort buttons/text~~

Lighting:
- Unity decides to disable lighting when starting up some instances