

Working Prototype Known Problems Report

Sharp Slugs

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List of functions not working properly:

CameraBuffer: All draw functions do not work optimally because Camera Buffer is always drawn over the Screen buffer. The functions are functional except for this bug.

Input.HitboxArcadeStick: Nonfunctional incomplete class.

Physics.Collider:

ColliderEnter – Not implemented

ColliderLeave – Not implemented

ColliderStay – Not implemented

IsTrigger – Not implemented

IsPhysicsObject – Not implemented

Velocity – Not implemented

Scale – Not implemented

SerializationUtility – Does not work with generic types

Sound – Due to limitation of MediaPlayer, cannot load large amount of sounds at once

KeyboardManager—Event system does not work

MouseManager—Event system does not work

Event—Not implemented

SpriteEvents—Not implemented

Physics.MovementManager: The movement based on both velocity and gravity works, but the manager is not able to correctly check collision and control movement based on that collision.