Defect: diagonal collision activates when user should have no vertical velocity, preventing the character from moving horizontally at all
Priority: High
Reported: 2 November 2020
By: Suhaib
How: An entire reworking of the physics engine and the detection of being on the ground so that gravity only activates if the user is not on the ground.

Defect: Coins not animated
Priority: Low
Reported: 7 November 2020
By: Suhaib
Fixed: 7 November 2020
By: Suhaib
How: JSON file wasn't working, so the individual images used for the animation were traced out in the javascript itself.

Defect: Enemy doesn't die when attacking from the left side
Priority: Low
Reported: 7 November 2020
By: Suhaib
Fixed: 8 November 2020
By: Suhaib
How: created a separate collision for the condition that the character is facing in the opposite direction (sprite.x.scale = -1) so that the sword will be considered from that side as well.

Defect: collision with the corners of a tile create anomalies in velocity
Priority: Mid
Reported: 7 November 2020
By: Suhaib
Fixed: 8 November 2020
By: Suhaib
How: Proper diagonal collision is implemented. Cannot simply use horizontal or vertical based collisions because there is a possibility of AABB collision into a corner where the behavior depends on the direction (NW, SW, SE, NE) to fix.

Defect: Second level wouldn't load upon completion of the first level
Priority: High
Reported: 8 November 2020
By: Suhaib
Fixed: 8 November 2020
By: Suhaib
How: a really silly error. Instead of using () parentheses I used [] brackets in the function call. It was written as destructFromArray[input] instead of destructFromArray(input)

Defect: Creatures move in the same path even if they're separate creatures
Priority: Low
Reported: 8 November 2020
By: Suhaib
Fixed: N/A
By: N/A
How: N/A