**Bug ID:** Bug number

**Game Version:** Version of the game

**Priority:**  Low, Mid, High

**Type:** Code, Visual, Design

**Date:** Date bug found

**Problem:** Explain the problem, what happens and what was supposed to happen

**How to Reproduce:** How did you find the bug

**Assign to:** Who to fix the bug

**Bug Cleared:** ✓ date cleared

Bug report format (keep clear):

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

**Bugs:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 1 | **Game Version:** 0.1 | **Priority:** High | | **Type:** Design | **Date:** 08-04-16 |
| **Problem:** Scale problem (not 1, 1, 1) | | | **How to reproduce:**  Click on assets | | |
| **Assign to:** Jesse | | | **Bug Cleared:** 15-04-16 | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 2 | **Game Version:** 0.2 | **Priority:** High | | **Type:** Design | **Date:** 19-04-16 |
| **Problem:** .max and .psd files in Unity | | | **How to reproduce:**  Open Unity and see max error | | |
| **Assign to:** Jesse | | | **Bug Cleared:** 20-04-16 | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 3 | **Game Version:** 0.2 | **Priority:** High | | **Type:** Design | **Date:** 22-04-16 |
| **Problem:** Missing colliders | | | **How to reproduce:**  Walk through buildings | | |
| **Assign to:** Jesse | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 4 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 5 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 6 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 7 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 8 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 9 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 10 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 11 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 12 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 13 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 14 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 15 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 16 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 17 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 18 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 19 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bug ID:** 20 | **Game Version:** | **Priority:** | | **Type:** | **Date:** |
| **Problem:** | | | **How to reproduce:** | | |
| **Assign to:** | | | **Bug Cleared:** | | |