Post Test Summary

General Summary on Test Process:

1. Problem Summary: JDK requirements.
Frequency: Very High
Severity: Very High

Description:
Users are not able to launch the application due to the app requirements needing the Java Development Kit instead of the Java Runtime Environment, as well as some issues loading libraries.

2. Problem Summary: Game Camera not updating
Frequency: High
Severity: Very High

Description: The editor has issues with the Game Camera not updating when deleting its parent GameObject.

3. Problem Summary: Cannot apply textures
Frequency: High
Severity: High

Description: Applying a texture to a MeshRenderer does not work, resets itself.

4. Problem Summary: Transform bugs to infinite values
Frequency: Low
Severity: Medium

Description: When creating a new GameObject and trying to move the GameObject using the on screen gizmo, the Transform values will sometimes jump to infinity, causing the GameObject to go out of bounds.

5. Problem Summary: Reloading scripts
Frequency: High
Severity: Very High

Description: When writing a script and saving it, if the script has errors, it will not reload it after the next save. Need to restart the application for it to reload.

6. Problem Summary: No prebuilt scripts for general purposes.
Frequency: Medium
Severity: Medium

Description: Users want to have prebuilt scripts for general purposes such as CharacterController and movement to make their work easier.