PRIORITY CODING: **RED = HIGH**, **YELLOW = MEDIUM**, **GREEN = LOW**

ID CODING: 1 = PLAYER CONTROL, 2 = GAMEPLAY, 3 = MISCELLANEOUS

**Bug ID: 1A**

What is supposed to happen: Pushing UP arrow key triggers kick

What actually happens: Nothing

How to recreate: Push UP arrow key

Summary of Bug:

When the player pushes the UP arrow key the avatar is supposed to kick a wall. While it was noted by the development team that this does not function there is no animation or other effect in place. There was not a note as to whether this was expected or not though the instructions indicated some form of jump kick would be performed.

Note: Discovered W key performs this action. Either the instructions need to change or the keybinding is incorrect.

**Bug ID: 1B**

What is supposed to happen: Pushing SPACE key triggers jump

What actually happens: Player jumps

How to recreate Bug: Push SPACE key

Summary of Bug:

There were several notes by the development team about jumping actions. This bug is the rate of jumping and returning to the ground. When the player presses SPACE once the avatar moves in a very slow arc. There is no way to control the length or height of the jump which makes areas with multiple gaps difficult to jump correct.

**Bug ID: 1C**

What is supposed to happen: Unknown

What actually happens: Pushing SPACE then A or D causes unpredictable results.

How to recreate Bug: Push SPACE key then quickly push A or D.

Summary of Bug:

If you press the SPACE key to jump and then quickly press the A or D keys it will cause avatar to move unpredictably at times. Approximately 75% of the time action resulted in jumping lane change. The other 25% of the time the avatar would completely miss the lane. This seemed to occur more often near the large red rings of cubes but that may be coincidence.

**Bug 2A:**

What is supposed to happen: Game ends when completion % = 100.

What actually happens: Game end when completion % = 91.

How to recreate bug: Place game until the end.

Summary of Bug:

If the player waits through the entire game the completion % is only 91. The song ends at that point and the player is told that Petunia is lost to the Abyss. This means that the player can never win the game.

**Bug 2B:**

What is supposed to happen: Player falls through gaps in stage.

What actually happens: Player sometimes does not fall.

How to recreate bug: Do not jump over gaps.

Summary of Bug:

The smaller gaps, one space, do not cause the player to fall through the hole but rather they glide over the top. Larger gaps do not seem to have this issue.

**Bug 3A**

What is supposed to happen: Unknown

What actually happens: Difficult visual control around red rings.

How to recreate bug: Jump while going through a red ring.

Summary of Bug:

If you player attempts to jump or change lanes while passing through a red ring the track can become blocked by geometry in the environment making control difficult.

**Bug 3B**

What is supposed to happen: Blocks move in time with music.

What actually happens: Sometimes blocks do nothing

How to recreate bug: Unknown

Summary of Bug:

This may not be a bug but I watched the entire time and I did not see a single red bar in the outer environment respond to music. Also, if anything other than the red rings and intro blocks are supposed to change size I did not see it.

**Bug 3C**

What is supposed to happen: Animation when jumping.

What actually happens: Avatar becomes rigid.

How to recreate bug: Press SPACE key

Summary of Bug:

When the player presses the SPACE key the avatar jumps with no animation. This also occurs when the avatar switches lanes. This bug has no impact on gameplay that could be found.

**Bug 3D**

This is not really a bug but an observation. In the main screen boxes appear to be casting shadows which may or may not be intentional. The shadows cause the boxes on the underside to look distorted and breaks the visual effect. I was also unsure if there was supposed to be any color cycling, if so there was nothing other than some basic brightening.