

Buglist

- **Enemy movement issue.** During testing, Kyle ran into an issue where the enemy fleet stopped moving down and moved only side-to-side. We have not been able to replicate this error.
- **Level up pause.** There is a graphical pause (or blur) when the game transitions between levels. This was added intentionally with a clock delay but is not an ideal transition for smooth user experience.
- **Shots and levels.** Shots are carried over through levels such that previous bullets kill new enemies, making the game easier than intended. Shots should be cleaned before new level begins.
- **Memory consumption.** Team members have noted that other computer activity causes delay in Gibbonga function. This could point to disproportionately large computer resource use by the game.
- **Platform-based screen loading.** Graphics work fine on Mac. However, Gibbonga logo, "You win" text, and "You lose" text have loading and display issues on Windows. Did not discover this issue until after code freeze, unfortunately.
- **Window closing.** Window does not always respond to "x" in corner. The team worked to resolve this with various fixes but were unable to eliminate this issues.