

## **Changelog**

All the right graphics has been added to the screens. All buttons and graphics positions also has been moved so they are located at the right position regardless the screens resolution. We have changed the physical properties for the character so it will not get stuck on the edges of the obstacles. When the player clicks exit in the main menu an extra screen appears with the question "Are you sure you want to quit?" With the alternatives Yes and No. The high score for the level is shown at the victory / game over screen and under the level on the level selection screen.

## **Fixed Bugs**

- The map always starts at the right position.
- The sound buttons now have the same size as the picture.
- The high scores are written to the file where the should be stored.
- The charter now has an even speed, it does not have a very high speed in the beginning.
- The menus are fixed, they have the right graphics and have the right proportions for the screen.

## **Known Bugs**

### **The applications crashes**

If the user considers to press the back-button on the device to get to the previous screen before having started to play the game the application will shut down.

The game sometimes crashes, probably due to needing too much memory from the phone due to heavy processes and graphics.

### **The game's functionality**

The character have to intersect with at least 50% of the cookie before it is picked up.

The character can get an extra speed boost from rolling down edges, making him go faster than the rest of the map for a short moment and making his speed somewhat irregular.

The character can still move a little too far to the right of the screen if the player make use of the physics and gyro steering in a certain way.

### **Other problems**

The music appear to stop after a while just to start again after a few seconds. (this is due to the used music not being meant for looping, leading to it fading out into silence when the melody ends)

If the application is exited by using the Android OS the high scores are not written to the file and therefor not saved. If the application is exited by pressing the phones home button the

high scores will remain in the game since the game is not actually completely shut down.  
For more information read the Save High Scores in developer documentation.