

Battleshield Bug Report #1

Monday, June 10, 2019

9:38 PM

Bug	Fixed?
Special bullets appear in the middle of the wave.	<input checked="" type="checkbox"/> Sometimes the container would have a rotation that is negative. This was a special case that wasn't handled. <code>MyMath.deg_0_360()</code> was used to correct the negative angle.
Double wave come from the same side when 4 shields.	<input checked="" type="checkbox"/> Same as the first one.
Minus bullet comes when the min num of shields is already there.	<input checked="" type="checkbox"/> When a minus or plus bullet is chosen, we must be sure that this is the right time for it. If not, we choose different special bullet good bullet (if minus) or bad bullet (if plus). The problem was "choosing a different special bullet". It was programmed completely wrong. New function in MyMath is created to choose from probability array but with the option of passing elements that can be excluded when choosing randomly.
When (+) or (-) takes effect and the containers rotate, the bullets may rotate in an unwanted direction.	<input checked="" type="checkbox"/> The problem was a bit different. I changed the alpha of the bullets without multiplying by the parentAlpha to test other bug. So when the container was rotating, the bullets' alpha wasn't changing and it looked like it was behaving weirdly.