

Working Prototype Known Problems Report - “Battle for Westeros” - Wildfire Studios

7/24/18

List of functions not working correctly:

- Using the android back button during active combat causes the game to crash
- Using our custom home button after exiting active combat causes the game to crash
- When an enemy is killed next to a player, the tile is freed instead of set to “selectable”
- Lag in the update of player adjacent tiles when moved
- You cannot attack the boss in the lava map because of its location
- The enemies and boss will not be replaced on the second page of each dungeon.
- There are two enemies can only be attacked from the above tiles and the tiles right next to it, not from below
- All enemy combat functions stop functioning after the first dungeon
- The boss is not showing on the second dungeon
- Boss is killed by user clicks, rather than player projectile
- User may not be able see the Boss on the phone because the monitor of the phone is small
- Multiple projectile bugs and lag, like inaccurate
- The boss might take one lesser hit to be dead
- Boss does not move locations depending on screen, so it is sometimes inaccessible
- Impossible to capitalize classes when pushing to GitHub