# Bug Report for Bomber Game (procedural)

Bug #1: When a bomb misses a building, the bomber cannot drop anymore bombs.

- The bomb does not explode when it falls through the ground, hence it is unable to reset and the plane is unable to drop more bombs until the bomb explodes.
- The bomb should explode as it touches the ground, which will then allow more drops to be dropped from the bomber.
- To reproduce the bug, remove the lines from the function check\_bomb on lines 233-234:

```
if bomb_pos[1] >= CANVAS_HEIGHT:
    explode()
```

## Bug #2: Dropped bombs cannot hit the rightmost building that is onscreen.

- The bomber is redrawn in too far to the left, which results in it always missing the rightmost building.
- The bomber should be redrawn offscreen to the right of the rightmost building, such that the player can drop the bomb to hit the first building.
- To reproduce the bug, remove the ``+ 100`` from the function move\_plane on line 161:

```
if pos[0] < -plane_width:
pos[0] += CANVAS_WIDTH + 100</pre>
```

#### Bug #3: The bomber hits a building that is offscreen on the right.

- A building is drawn offscreen to the right and cannot be hit by a bomb, causing the bomber to inevitably crash into the building.
- There should be no buildings that are drawn offscreen.
- To reproduce the bug, change CANVAS\_WIDTH to any value larger than 1000 in the code in lines 214, 220, 228, 242:

```
for building num in range(0, CANVAS WIDTH//SPACING):
```

### Bug #4: The plane does not land properly.

- The plane's wing clips into the ground, causing a game over screen.
- The plane's wing should not matter if it touches the ground as the plane would have landed.
- To reproduce the bug, add the line for the condition of checking the plane's wings in line 248:

# Bug #5: Every new level, the buildings from the previous level did not get deleted.

- The buildings from the previous level stayed as a visual bug on the screen every new level.
- The buildings should be reset every level.
- To reproduce the bug, remove the line to clear buildings on line 218:

building\_rects.clear()