Game Title: Take Out the Trash
Platform: PC – WebGL (itch.io)
Build Version: Unknown (no version provided)
Reported By: Syed Irtiza
Date: 30/06/2025

✅ Title:

Graphics settings only affect lighting; sprite quality remains unchanged

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🧪 Steps to Reproduce:

1. Launch the game on itch.io

2. Open the **Options** or **Settings** menu

3. Adjust graphics quality from Low to Ultra

4. Observe changes in visual elements (lighting, textures, sprites)

🔍 Expected Result:

Changing graphics settings should affect both **lighting** and **sprite/texture quality**, resulting in a noticeable visual difference between low and high settings.

❌ Actual Result:

Only lighting and post-processing effects change. Sprites and environment visuals remain the same quality regardless of setting.

🎯 Severity:

Low – This is a polish-level issue. It doesn't break gameplay, but it may confuse users expecting more visual improvement.

📝 Additional Notes:

This may mislead players into thinking graphics settings are broken or ineffective. It can also negatively affect perceived game quality.

📷 Attachments (Optional):

Here in the screenshots it shows what the different graphics settings look like it is clearly visible that the graphics settings only changes the lighting in the low graphics there is no shadow of the pole on the ground but in the medium setting a shadow is visible but the building infront of me remains unchanged. Each image is placed in the separate page.
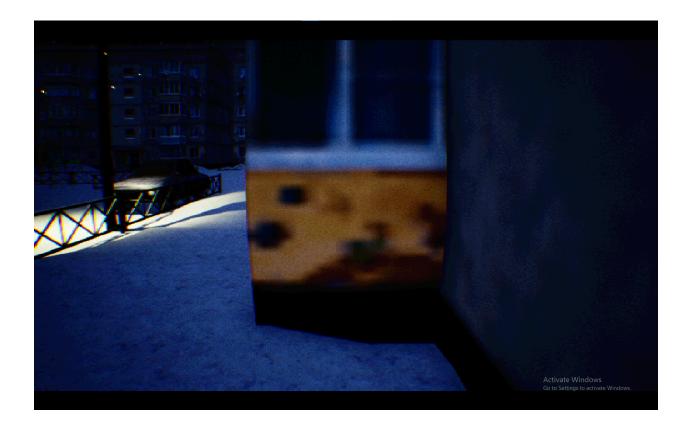
Low Graphics Settings:

Medium Graphics Setting:

High Graphics Setting:

Epic Graphics Setting:

Ultra Graphic Settings: