

Working Prototype Known Problems Report: Speed Hacker

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List of Known Bugs:

1. Bug: Local high score (and WPM after finishing) are set to Infinity
 - a. Go to the High Score screen and click Reset Local High Score
 - b. Then play the game like normally but set a very low, beatable high score
 - c. Then play the game again but before you finish, pause the game and go back to the main menu
 - d. Play the game through one more time, making sure to beat your low local high score
 - e. This will set your high score to be Infinity

Location: We believe it is in PauseMenu.cs where we have a function to change the scene back to the main menu. Something in that process is not resetting values we use to calculate WPM in the WriteText.cs, and this is somehow making it be Infinity.

Potential Fix: We have honestly exhausted our knowledge of Unity and are not sure what could be causing this issue. Our thought was just to reset the values when clicking Main Menu in the Pause Menu, but that does not fix it.