Working Prototype Known Problems Report
ChemPuzz
Chemistry Sux
7/23/19

Functions Not Working Correctly:

- The Drag script should allow players to drag atoms and in between stages of fusions to other atoms. The dragging motion does not always function as intended because there is a bug in the code that makes the atom sometimes shake violently. To fix this issue we need to modify the drag script because the one we used was originally meant for a 3D game while our game is 2D.
- Sometimes we cannot drag in between phases of atoms on the screen due to some bugs in the code. The presence of this bug in the scripts for the in between phases because we might not have connected them with the drag script.
- There is a rare instance where fusion of atoms creates multiple in-between stage molecules which is not what we have intended. The problem may stem from an Instantiation from within the HydrogenConnector and ChlorineConnector scripts.
- There is a rare instance where the win screen doesn't appear when the final level of the game is completed. The problem might be in the script that causes the win screen to appear. To fix this we need to continue to debug the script.
- When we moved the game to the web player, Atoms may have been shifted from their original position, therefore carbon on the last level fuses with other nearby atoms when not intended.
- When fusing atoms on the webpage, the image of the game shows up as what is being dragged in some cases; hindering gameplay. This may either be a problem with the molecule for in the in-between stage's Sprite being instantiated on top of the web player itself or a problem associated with the HTML code that enabled us to put the game on the website. This is the image shown for the error: 🚫.