LFG Game Devs - Red
Working Prototype Known Problems Report

8th December, 2017

Problems List

Problem

- Input/action that causes failure: Kicking into a wall results in the kick x-velocity being converted to y-velocity, as expected. However, players can exploit repeatedly kick into walls to essentially "climb" the wall.
- Location of fault: Any wall in the game.
- Possible action for removal of fault: Treat kicks like dashes and don't convert x-velocity for kicks.

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Problem

- Input/action that causes failure: Game crashes browser occasionally after a period of running.
- Location of fault: System, presumably due to loose memory management.
- Possible action for removal of fault: Refactor and clean up code.

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Problem

- Input/action that causes failure: None.
- Location of fault: Textures malaligned on some parts of the geometry. Shadow map on quite a bit of the geometry is erroneous.
- Possible action for removal of fault: Poor normals & UVs. Probably have to manually repair in Blender.

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Problem

- Input/action that causes failure: Standing on top of a turret.
- Location of fault: Player texture becomes corrupted if standing on the same position as a turret.
- Possible action for removal of fault: Adjust z-ordering/render order.

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Problem

- Input/action that causes failure: Rapidly moving around.
- Location of fault: Player clips through brushes.
- Possible action for removal of fault: Alter to using swept collision detection.

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Problem

- Input/action that causes failure: Rendering on NVIDIA proprietary drivers on linux.
- Location of fault: Near the end of the level, textures for the last part of the level are corrupted.
- Possible action for removal of fault: replace with alternate textures.

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