Kiru Swarm V1.0 Bug Report  
  
03.25.2024 – Running sound continues to play if you die mid-run.   
03.25.2024 – If you jump under an obstacle, and its bottom is collidable, then you must bounce down.  
03.25.2024 – While jumping, if pressing a direction, do not slow down as you fall.   
03.25.2024 – Obstacles, should be configurable by the Map.

03.25.2024 – Game should move faster, after the player runs to a certain screen right ‘x’ threshold.

03.25.2024 – In the same vain as the last bug, player should stand stand still until the screen reaches a left ‘x’ threshold.

03.25.2024 – If player runs under an obstacle with plenty of clearance, he cannot move.

03.25.2024 – what do you do if you land on an object where ObstacleSides.TOP is not in the list of collidable sides? TODO LATER

04.03.2024 – Player should not be forced to face forwards, unless he has reached the left “walking” threshold.

04.03.2024 – Bumble should not fly directly back up, but should fly to the opposite side of the screen of the player, and he must always move opposite of the player unless attacking.

04.04.2024 – Bumble should not be able to see the player, if there is an obstacle between him and the player.

04.04.2024 – Bumble should stop at collidable object-sides.

04.04.2024 – Ninja-boy, should accelerate 2x quicker.

04.06.2024 - All characters should have *current\_<side>\_offset* values, which are set conditionally. For instance, when attacking, the bottom offset can change from 15 to 25.

Example 1.1

self.\_current\_bottom\_offset = self.\_attacking\_bottom\_offset if (self.\_attacking) else self.\_bottom\_offset

04.06.2024 – Fix timing on the level “begin”. The “Begin” box should disappear before game begins moving. Also, shorten the time in general. This takes way too long.

04.06.2024 – Bumble, and all enemies, should have a danger zone, Ie. Bottom left/right, that when combined with mask collision detection, would determine if you’re being struck by their weapon, or just bumping into them.

04.18.2024 – If player dies in the air, he remains in the air, instead of falling to the ground, where he belongs.

04.18.2024 – When player is on a platform, and attacks while looking up, somehow he drops to the ground, directly beneath the platform. WTF?

04.18.2024 – During a Jump, if player has velocity going a specific direction, but the player removes their hand from the directional cursor, currently the player can press back on that cursor and gain momentum again. Don’t let that happen. Expected Behavior is that once the player begins to slow\_to\_stop, they can no longer gain forward momentum during a jump.

04.18.2024 – Porky-pine, is getting stuck ‘thinking’ after falling back to the left. Why?