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| **Summary** | Game character loses collision detection after second jump. |
| **Description** | Once starting to traverse platforms, if you attempt a triple jump you will fall through the platforms. The game character does not seem to clip mesh of platform but simply falls through to ground and ends game. |
| **Steps to Reproduce** | 1. Start game walk forward with user input, W |
|  | 1. Create a triple jump with game character by pressing space 3 times. |
|  | 1. After triple jump, use W, A, S, or D to move character so it lands on any given platform. |
| **Environment** | AS9 version 10.0 on VSCode. |
| **Expected Results** | Game character is intended to be land on platforms after jumping any number of times and landing on give platform. Collison detection should be in place to stop velocity downwards allowing character to stand on platform and traverse to the next. |
| **Actual Results** | After a triple jump the game character is falling through platforms and entering end game state. |
| **Notes** | I had no idea about this error until this assignment. |
| **Attachments** | https://github.com/masonhaines/CS-381-mason-haines/tree/master/as9 |