

Bug Report – Rocket League

Project Details

Application: Rocket League
Platform: Windows PC
Game Version: BC2_Update57+504897
Launcher: Epic Games Launcher
Tester Role: Manual QA Tester (Solo Project)
Input Method: Keyboard
Network: Wi Fi

Bug Title

Conflicting key bindings allowed for Forward and Backward movement causing car to stop

Severity

Medium

Priority

High

Description

The game allows assigning the same keyboard key to both Forward and Backward movement actions. No warning or validation message is shown. Due to this conflict, the car fails to move during gameplay, affecting core controls.

Steps to Reproduce

1. Launch Rocket League from Epic Games Launcher
2. Navigate to Settings from the main menu
3. Open Controls and select View or Change Bindings
4. Assign the W key to Move Forward
5. Assign the W key again to Move Backward
6. Start any casual match
7. Attempt to move the car

Expected Result

The system should restrict assigning the same key to opposite actions or display a warning. The car should move normally.

Actual Result

The game accepts duplicate key bindings and the car does not move during gameplay.

Impact

Player loses control of the car, blocking core gameplay and negatively affecting match experience.