

Bug Report – Rocket League (PC)

Bug Title

Game allows conflicting key bindings for Forward and Backward causing car to stop moving

Environment

Platform: PC
Game: Rocket League
Launcher: Epic Games Launcher
Input Method: Keyboard
Network: Wi-Fi

Severity

Medium

Priority

High

Description

The game allows the same keyboard key to be assigned to two opposite movement actions, Forward and Backward. The system accepts the duplicate key binding without showing any warning. During gameplay, the car does not move because both actions conflict with each other.

Steps to Reproduce

1. Launch the game and go to the main menu.
2. Open Settings.
3. Navigate to 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. Try to move the car.

Expected Result

The game should prevent assigning the same key to opposite actions or show a warning. Car movement should work correctly.

Actual Result

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

Impact

Player cannot control the car, which blocks core gameplay.