BugID	Rating	Bug Description	Scene	Components Affected	Summary	Expectation	Steps To Reproduce
1	2	Car floats after interacting with mesh collider	Scene 1	- Car & 3D Objects	Once the car hits a 3D object on a certain rotation, the car loses gravity and floats into the air. The player controls no longer affect the state of the car.	The car eventually falls to the ground after some time in the air.	- Create a world with the car and some obstacles (Include a ramp) - Attempt to drive over the ramp and view results
2	3	Car speed does not ease when stopping	Scene 1	- Car	As soon as the keyboard inputs are released, the car comes to a sudden stop.	The car velocity and speed should come to ga gradual ease out.	- Create a flat terrrain and import car.
3	3	Tents mesh collider not effective	Scene 1	- Car & 3D Objects	Car goes through 3D objects including tents. This prevents the car from being damaged	Car should collide with other 3D obstacles	- Create a flat terrrain and import car. - Add 3D obstacles and try colloding with car.
4	2	Car gets stuck in collider + Camera pivot breaks	Scene 1	- Car, Camera Pivot & 3D Objects	After car misses jump and rotation is broken, the player is unable to control the car and the camera pivot seems to fall	Camera pivot should follow car and player should always have control of the car	- Create a flat terrain with jumps. Purposly try to flip and rotate the car.
5	2	Reverse breaks after Car's x-rotation changes	Scene 1	- Car	After the x-rotation of the car changes, the reverse seems to overpower the foward key press - making it hard for the player to regain control of the car.	Player should always be in control of the car and key input should be conssitent despite change in x-rotation.	- Create a flat terrrain and import car. Change car's x-rotation
6	2	Player can pass through the same checkpoint multiple times to finish game early	Scene 1	- Car & Checkpoint	The player can collide with the same checkpoint ten times before the game end.	Player should have to collide with each individual checkpoint before the game end.	- Create a flat terrain, import a row of checkpoints and car.
7	3	Object height difference causes car to lose control	Scene 1	- Car & 3D Objects	When driving from different heights, the car can get stuck altering its rotation	Car should seamlessly transition between 3D terrain with different heights.	- Create a flat terrain, import a few flat 3D objects with different heights. Import the car and drive forward.
8	3	Checkpoint times not showing in UI	Scene 1	- Checkpoints and UI	Time at when the checkpoint is obtained is not shown in the final UI	All time of checcpoints should be displayed at the game end UI	- Create a world with a few checkpoints and simple UI layout.