**Working Prototype Known Problems Report**

**Rocket Slug**

**Team Rocket**

**7/25/17**

* **Hit detection can be off when there is multiple asteroids on screen**
* **Lag between Scenes**
* **Asteroids and fuel tanks can spawn on top of players and on screen**
* **Asteroids and fuel tanks can spawn outside of the player camera, which means objects can be appear cut in half on the sides of the screen, clipped.**
* **Not exactly 5 seconds for timer.**
* **Player can still move during question scene**
* **Endless background has a visible clip**
* **When the game starts slug changes position once the player’s finger touches the screen**
* **Slug can be moved to sides to the point where he seems to be slightly off screen.**
* **Objects that have spawned do not change positions unless they collide with the player and are destroyed.**