**ATOMIC HAMSTERS - BUGS**

First, the side scroller has been a small annoyance and continues to have some minor problems. One such problem is the loss of a hamster in certain conditions where sometimes when the screen is moving a certain way, and the hamster with less speed is trying to push back the other direction, the hamster then teleports through the wall that it was against and finds its way to the other side where it cannot be seen. To only add to the problem he cannot get back into view, because he hits the other side of the wall and as a result is stuck on the other side.

Secondly, growing while hitting a wall sometimes causes the hamster to get stuck. Throughout the semester we used a system of hit detection, which, even though it worked, was always based in each screen and created unnecessary repeats in the code. After moving all the code into a class and calling it into each screen we found a problem with the hit detection. It turns out that when a hamster hits a food pellet and is hitting the wall he stops. This does not usually impede the game in anyway, so it had not been a priority and so is not fixed, because we ran out of time.

Thirdly, sometimes the randomly generated obstacles are generated on a hamster, so then the hamster is stuck and cannot move. This would have been an easy fix, but we just ran out of time. We could have coded it, so that the obstacles never generate in those specific spots.

Finally, another annoyance is in scrGame5. It is more of an unfinished project, than a bug. Many hours went into this part of the project, but it was the last major thing we worked on and did not quite get finished. Two mice move around the screen with snake-like movements. This means that there are three joints of the snake, in addition to the head and tail. As the screen receives direction instructions, the head moves, and each joint of the snake follows the one before it. However, the coordinates of the joints should have been stored probably in an ArrayList, so that more joints could have been added, as food pellets are eaten. Neither hamster is growing nor speeding up, as we ran out of time, but the idea of the snake-like movements and the thought process for future steps are there.