Bugs in Kieran Final Project

In the Game, AniHit and Animation screens, holding 2 opposite arrow keys, (ex. Up and Down) at the same time produces a graphical bug. It seems that it’s running both up and down frames at the same time.

In all screens, when the window is resized manually, all button hit detection is offset. However, once the user fumbles around and clicks where the button was, the button hit detection works on the new screen.

When the Quit button is hit, the debugger spits out an error:

AL lib: (EE) alc\_cleanup: 1 device not closed

This causes no problems, but a line of red text isn’t very nice to look at.

When resizing the window, all Buttons, Screen names and Walls are in place relative to the screen. The images representing the floor and the inside of the house, on ScrGame and scrHouse respectively, are their normal size, and are too small for the walls.

This isn’t a bug, per se, but whenever I tried to move the Classes from the Screens folder to a Classes folder, it didn’t want to recognize them anymore. The imports were added, the packages were changed, but it didn’t work.