Working Prototype Known Problems Report

Snake on a Plane

Team Giga Snake

June 2016

Known in-game issues (non-game breaking):

When the game is run, the snake’s movement may be choppy for the duration of the game. Cause is currently unknown, may be caused by the initial mouse position when the game is run.

After an enemy is eaten, the snake can move over its position again for a short period and it will count as eating the enemy again (particle effects occur, eat sound is played, health is gained)

The player may continue to hold down the boost button and still be faster than normal while the boost meter is depleted. This also causes some choppiness in animation.

The player does not move easily when in contact with a wall, as if there was a lot of friction.

Known in-game issues (potentially frustrating):

The player may die seemingly for no reason if they try to eat an enemy the instant after it fires bullets. This is due to the player colliding with many bullets at once that have not yet left the enemy.

[ List of suggested test cases/user stories for acceptance test ]

* As a player, I want to be able to control the snake with my mouse (or with a controller) so I can play the game.
* As a player, I want the camera to follow the snake so I can see around me.
* As a player, I want to see that I’ve made progress by unlocking doors and/or becoming stronger.
* As a player, I want a way to deal with enemies that are actively attacking me.
* As a player, I want to be able to progress through the game.
* As a player, I want to be able to win the game