Block Bloque Bug List

- Drag.cs Bugs
  - If you down click a vertical block then carefully drag horizontally so as not to move the vertical block, then click another adjacent vertical block, it is possible to drag two vertical blocks at the same time. This also works for two adjacent horizontal blocks by dragging vertically.
  - If you have a mouse with high DPI and drag quickly it is possible to force a block into the rigid body of the walls of the gameboard. Drag.cs will then continuously attempt to adjust the position of the block, causing it to float out of view of the game camera.
  - Blocks can sometimes "stick" together.
- Resolution
  - Screen resolution is tricky, the game does not always scale properly to screens of different sizes / resolutions.
- Pause Menu
  - When you adjust the volume then complete a level and open the pause menu, the background music's volume will return to the default setting (50%).