Kyle Spears

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Bug Report

Date: 9/12/15  
Description: Player falls through floor on load  
Potential Fix: Create collider on player and on floor  
Status: Not Fixed

Date: 9/13/15  
Description: Player still falls through floor on load  
Fix: Change type of collider on player and floor  
Status: Not Fixed

Date: 9/14/15  
Description: Player still falls through floor on load  
Fix: Moved players’ initial coordinates higher. Was INSIDE the floor.  
Status: Fixed

Date: 9/15/15  
Description: Player doesn’t move correctly, rolls around like a ball  
Fix: Change type of collider again  
Status: Fixed

Date: 9/16/15  
Description: Player slides around on floor instead of moving  
Fix: Use new animation controller with new controls for movement  
Status: Fixed

Date: 9/20/15  
Description: Error CS1002  
Fix: Line was missing a ; at the end  
Status: Fixed

Date: 9/27/15  
Description: Camera doesn’t follow player  
Fix: Attached camera object to player object  
Status: Fixed

Date: 10/02/15  
Description: Light component does not exist in current context  
Fix: Forgot to attach light component to object  
Status: Fixed

Date: 10/13/15  
Description: Wrong dialogue when talking to Carium  
Fix: Missing identifier to tell what part of the game player was on  
Status: Fixed

Date: 10/20/15  
Description: Player does not exist in current context  
Fix: Forgot to reattach player when the prefab was updated.  
Status: Fixed

Date: 10/25/15  
Description: Quest items not despawning when player collects them  
Fix: Moved colliders from object to player  
Status: Fixed

Date: 10/27/15  
Description: Player randomly jumping in the middle of the map  
Fix: Fixed the floor from 2 separate floors to 1 floor  
Status: Fixed

Date: 10/25/15  
Description: Counter keeps going when you press key to collect objects  
Fix: Fixed by checking the number to make sure it doesn’t exceed limit  
Status: Fixed

Date: 10/25/15  
Description: Quest marked as complete before you complete it  
Fix: Fixed requirements to be marked completed and a check to make sure its done.  
Status: Fixed

Date: 10/29/15  
Description: Error CS1002  
Fix: Accidentally deleted a ;  
Status: Fixed

Date: 11/01/15  
Description: Loading Screen goes to sleep screen every time  
Fix: Change how the loading screen is scripted, now asks the player class for scene.  
Status: Fixed

Date: 11/07/15  
Description: Quest not showing as completed when done  
Fix: Now uses static variable to hold true/false for completed/not completed  
Status: Fixed

Date: 11/11/15  
Description: When key to move backwards is pressed game spazzes out  
Fix: Don’t use the back key?  
Status: Not Fixed

Date: 11/13/15  
Description: Player jumps way too high  
Fix: Jump height got changed, changed it back to a normal jump height  
Status: Fixed

Date: 11/20/15  
Description: New NPC doesn’t spawn  
Fix: Don’t have him spawn, just create him as a game object from the start  
Status: Fixed

Date: 11/24/15  
Description: Randomly spawns a very small copy of the new NPC  
Fix: Implement it into game  
Status: Fixed