1. When first loading the game altogether, warnings will appear:
   1. warning: [options] bootstrap class path not set in conjunction with -source 1.6
   2. WARNING: Configuration 'compile' is obsolete and has been replaced with 'implementation' and 'api'.
2. SprServer loads a couple of warnings as well:
   1. Under SprServer: there are 2 warnings due to how the frames for araniServer are loaded. The traniframes are used in an “unsafe” way according to the build. It should be traniframes[] instead of traniframes. However, it doesn’t load the frame the same way so we need to reconfigure the way the loop runs.
3. Customer Bugs:
   1. Their hearts do not decrease when waiting in line, but they do decrease once they’re seated
   2. Once the customers run of out hearts, they’re hearts leave out the door, but they do not. The texture of the table doesn’t change and the customer appears to have stayed seated. Though, the code does recognize the customer is/has left. This is true for all tables.
   3. You can pull a customer from the table they have been seated and seat them at a different table. If you do, the sprite will automatically duplicate and two customers will be present in the game.
   4. When seating the customer, the hearts and exclamation mark will not always align in the centre of the table. It will be offset being too left, right, low or high.
   5. The hearts will not always appear once a customer is seated. This totally depends on the location of the mouse when releasing the customer onto the table.
   6. You can seat more than one customer at a table.
   7. You are able to drag the second or third customer in line and seat them within a table. Which shouldn’t happen since only the customer in the front of the line should be able to be seated.
   8. The timer for the guests leaving is not always precise. Sometimes the guest will leave quicker or slower than others that have been seated already before them.
   9. Depending on the speed you’re playing, sometimes the customers will leave before the server is able to give the drink. This is because the timer of the customer sometimes runs too quickly and the server isn’t the quickest in walking. Thus, since these don’t always match up, the user will be unable to give the drink in time.
4. Server Bugs:
   1. If you click on the bar before serving any customer, the server is slow
   2. There is an expected order that the user should go through when playing the game (The order is: seat the customer, wait till the customer has decided their order, take the order, go to the bar, get the drink, and serve the customer). If that order is not followed, then most likely a bug will occur.
   3. When serving the drink, that code is only active for a single customer. Thus, you can’t serve any other table drinks.
5. General Bugs:
   1. When first loading the game and no customers are present yet. If you attempt to drag your mouse across any location in the game, it will crash.
   2. The reset function doesn’t work in the game. Thus, if you finish the game and go back to play it again, the game isn’t anew.
6. Scratch Bugs:
   1. SctStackGuests:
      1. The main concept of the scratch is to get the guests to stack. Thus, we are aware you’re unable to seat the guest at the given loaded table.
      2. When dragging a guest, you’re able to drag it over other guests present and “collect” them altogether.
      3. The dragging isn’t smooth
   2. SctMultiGuests:
      1. The main concept was just to get multiple guests loaded/working with the combination of stacking.
      2. If you try to drag the second guest in line, the code will crash.
      3. The hearts do not align with table if the customer is seated.
      4. If you drag the customers and release it not upon a table, the customer will disappear.
      5. NOTE: this code essentially has the same bugs as the main game since the same concept of code is within both screens.
   3. SctGuests:
      1. This scratch is not in use as it uses our old sprGuest code.
      2. Customers will disappear if you attempt to seat them at a table.
      3. The customers drop a little when you release them anywhere other than the table that is above the “goal”.
      4. You aren’t able to seat the customer at the table present.
      5. The dragging is laggy
      6. Customers will disappear after the timer is up.
      7. Customers will sometimes spawn at the line and at the table if a customer is seated.
      8. When dragging a guest, you’re able to drag it over other guests present and “collect” them altogether.
      9. The whole scratch overall contains a lot of bugs that are unexplainable at times, but since it is not used anymore we left it in that state.
7. Tutorial Screen:
   1. There’s the letter “v” at the end of the word “team!” We acknowledge that.