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| Sno. | Bug Identified | Bug Severity | Bug Status | Remarks |
| 1. | Character sometimes teleports to the start location after sliding when holding the key | Medium | Open | Only if the player holds down any key when the slide ends will they get teleported back to the spawn point |
| 2. | When sliding the player’s Y value goes below what it was and continues to minus as the character starts to slide downwards into the ground | High | Closed | Get the players Y value when they start the slide then set the Y value to be constant of the player while they are sliding and grounded so that they do not slide into the ground while sliding |
| 3. | When pressing the buttons in the title screen and lose screen, the buttons don’t work and doesn’t send the players to the gameplay or the title screen | High | Closed | Event Systems was added to the win screen but was not added in the loss and title screen |
| 4. | While sliding, the collision of the player follows that of the character controller than remains the same whether you rotate the player or not | High | Closed | Changing the height of the character controller somewhat helps to let the player slide while also rotating the character/camera |
| 5. | When jumping/wall jumping, the collision of the player and the ledge could cause clipping and jittering of the player model at the edge | Medium | Closed | Fixed by setting character controller’s slope limit to 90 while jumping and resetting it when grounded |
| 6. | Player not grounded after wall jumping, which results in the player unable to jump afterwards | High | Closed | The cause was setting vertical height to 0 when gravity pushes it below 0 but instead setting it negative gravity |
| 7. | Collision on the green obstacles doesn’t work properly when hitting the sides, resets timer and rotation but not position. | Medium | Open | “Resolved” by not letting the player collide with it on the sides |
| 8. | When sliding, if the player moves backwards early, they can start floating and increasing their height | Medium | Open | With the camera rotating when you slide, abusing this glitch would be tough and slow, its ultimately just a fun gimmick |
| 9. | The next scene would not load despite colliding with the goal | High | Closed | Tried using scene numbers instead of scene names and it got fixed |
| 10. | Level 2 has many shortcuts in the level that are not developer intended solutions | Low | Open | It is not pressing and is hard to execute, which also works as a challenge for mastery at the game. |