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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 grown | 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. |  |  |  |  |