# Island Wars: AR Alpha (Phase 1)

## Debug Documentation

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## Bugs

The following are the known bugs of the application prototype. Note this prototype is currently evaluating movement and what the correct mechanics and arena size is for general gameplay.

* Clicking the trigger button can sometimes place a Nreal prefab on the spatial plane
* The spatial plane is turned on, for the application it will need to be turned off.
* If the island hits the arena boundaries, it can move passed them. This is not supposed to occur.

If there are more, contact me at.

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