Report by: 1409046  
Role: Level Design & Artist liaison

Game Version: Latest – with Menus  
Date Reported: 05/05/2016

QA Status: Passed

Severity: Major

Priority: Moderate

Test Introduction:

The purpose of this test was to check that the end zone updated the high score in the console, to test this I placed the player right in front of the end zone and let it go through one of the portals.

Expected outcome:

I expected the ship to go through the portal and a win canvas to be displayed and the high score logged in the console

Actual outcome:

When the ship went through the portal the score remained at 0.

Screenshot of the bug:

N/A

Image showing the ship going though portal with no canvas being displayed

Potential cause:

A potential cause for this bug could be that the segment of code that logs the high score isn’t in the right position and the code never calls the canvas to the screen. E.g. placed in death state.

Another cause for this bug could be that the trigger for collider that the win state is attached to isn’t turned on.

A Further explanation could be that because the aim of the game is to get the lowest score, setting the default score in the code to be 0 means that there is no way the player can get a better score than this.

Suggested Fix:

To fix this bug the player prefab had to be changed from 0 to a score which anyone is likely to get. E.g. 9999