Report by: 1409046  
Role: Level Design & Artist liaison

Game Version: Latest – with Menus  
Date Reported: 20/04/2016

QA Status: Passed

Severity: Minor

Priority: Low

Test Introduction:

The purpose of this test was to check that the mute button and volume sliders are working correctly. To test this, I played the game from the main menu, navigated to settings and clicked on the mute button.

Expected outcome:

Sound would stop / lower throughout the game.

Actual outcome:

The sound corresponded correcting in the first scene, but when the next scene was loaded sound was reset to being at full volume

Screenshot of the bug:

N/A

Potential cause:

A potential cause for this bug could be that the script isn’t affecting the audio listener across the whole game.

Another potential cause is that there could be a new audio listener spawned when the new scene is loaded, this would override the settings on the old listener causing the sound to come back.

Suggested Fix:

This bug was outsourced to Adam Brewster as he was in control of GUI.