

Working Prototype Known Problems Report

Trash Toss

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This document is a list of problems with our software that we have identified. Include in the item entry the input/action that causes failure; location of fault (if known); possible action for removal of fault.

Known Problems:

- Upon "game over" or "level complete," items currently on the conveyer belt continue to fall down the screen behind the end-of-level board that appears. This bug originates from the existing code that we were given.
- Compost items are currently tagged as "composite" instead of "compost", which is a naming issue that the previous team created; however, it does not affect the functionality of the game.
- Sometimes when an item is tossed in the recycle bin correctly, score double counts (20 points are added instead of 10).
- Sometimes when a compostable item is tossed toward the compost bin, it will encounter the sink on its way, so the game thinks that that item was tossed into the sink incorrectly; this causes a purple arrow to appear over the compost bin, signifying an incorrect action, even though the intent was actually correct and it appeared to go in the compost bin.
- When a recently cleaned item reaches the bottom of the conveyor belt, it does not default to going in the landfill bin.