# Bugs already in to-do list

Viewpoint

* The camera Y position is higher than the eye level, compared to the other cars around.
* Framerate meter is invisible.
* When graphics are set to highest, the steering of the car will be less strong.
* When graphics are set to lowest, the AI vehicles will move VERY fast. This is not so when the graphics are on highest.

Vehicle

* Turning the vehicle in the world. At this moment it is not realistic in any way.
* There is no braking system other than driving backwards, when your speed hits 0 you instantly drive backwards without any transition. (maybe it works with the joystick)
* The car is not stopping automatically, if you stop pressing the throttle (not realistic)
* The turning speed is too high
* AI vehicle’s don’t drive and do not have an options menu.

Objects

* It is possible to create a building object (tree, building) overlapping another object. It only checks the initial square, not all the size of the model.
* When you want to place a road sign, the dropdown menu displays code like text.
* Road signs can only be placed on straight pieces of road or intersections.

Creator

* Add more road objects (round about, less sharp corners, different intersection).
* Add more global objects (pedestrians).
* Menu on the bottem is not entirely on the screen. Half of it falls off.
* Some values of the car cannot be 0, the program will crash.
* OptionsGUI is not clear; create on hover explanation on the options.
* Create on hover for everything (short cuts and name/function of objects).
* Add pop-up on destruction of the world.
* Add shortcut overview (maybe right bottom?)(There are a lot of shortcuts that nobody knows about).
* Add an overwrite confirmation on save.

# NEW FOUND BUGS