

Small Bug/Visual Test

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DISCLAIMER: I am in no way a game dev nor do I claim to possess the knowledge they do. These are just some things that stood out to me as not being at its full 100%. I understand the game is not fully complete and is a W.I.P. These are just some small things I noticed. Take it all with a grain of salt as I searched quite hard for a lot of these.

My take on the word “**Bug**” is just something that isn’t quite right, be that textures, clipping for objects etc...

General Bugs:

- Setting the video preset to low removes footsteps made by the person.
- On all maps the HQ points are preset to specific names and are not dictated by faction selected. Setting, for example, Germany (WW2) as BLUFOR in the Monte Cassino causes the HQ name to be set as Allied HQ. Similar scenarios occur in the other maps too. This imo is caused by them just being pre-set rather than faction specific. My idea to fix that would be to set HQ names per faction, or separate the BLUFOR and OPFOR factions in the choice tab.
- A key takeaway for me on a lot of maps are the outside playable areas. Plenty of those are very contrasting to the player area in terms of ground texture. Causing huge change in colour which does not look pleasant. (Not a bug, just a note I took away from doing this).

FORMATTING OF BUGS WILL BE AS FOLLOWS -

- 1) IMAGE OF BUG**
- 2) IMAGE OF LOCATION ON MAP**
- 3) EXPLANATION OF BUG + ADDITIONAL INFO**

(1) Argonne:

(1.1)





Location - Green Player indicator.

Bug - Along the border the playable area ground (brown) fuses into the outside player area ground (green) causing an unpleasant looking visual bug of being able to go under the green ground.

(1.2)



Location - A10 - E10

Bug - Visual anomaly. The brown ground is noticeably separated from the green ground causing a not so nice visual.

(1.3)



Location - F10

Bug - River protrudes into the outside of the map, showing the perimeter of its original size. Doesn't look nice as the river does not extend into anywhere.

(1.4)

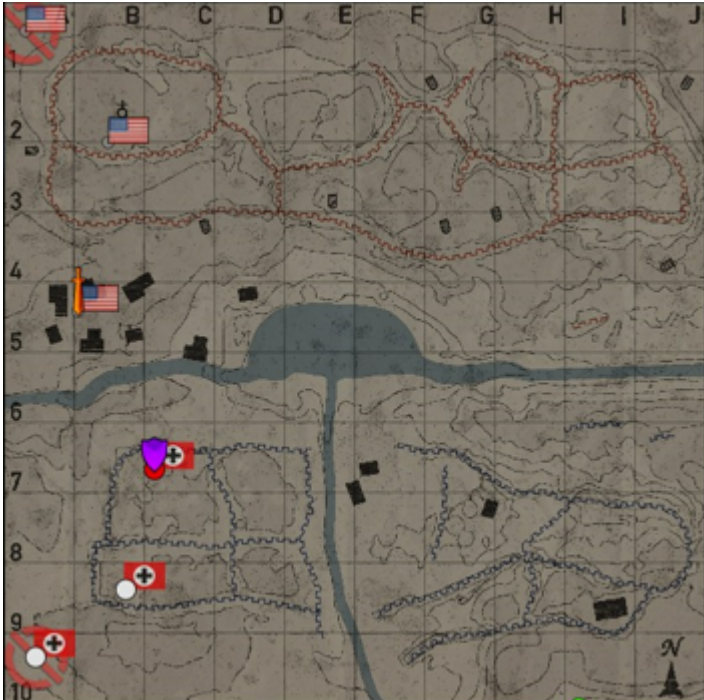


Location - G10

Bug - Another example of the playable ground and outside ground not syncing together nicely.

(1.5)





Location - Green Player indicator on map (I10)

Bug - The outside area morphs into the playable area at a not so nice angle. Causing the player to see through the ground and spot the empty skybox.

(1.6)





Location - Green Indicator

Bug - The playable ground protrudes out through the bottom of the outside area.

(1.7)



Location - J7

Bug - Skybox is visible from playable area

(1.8)

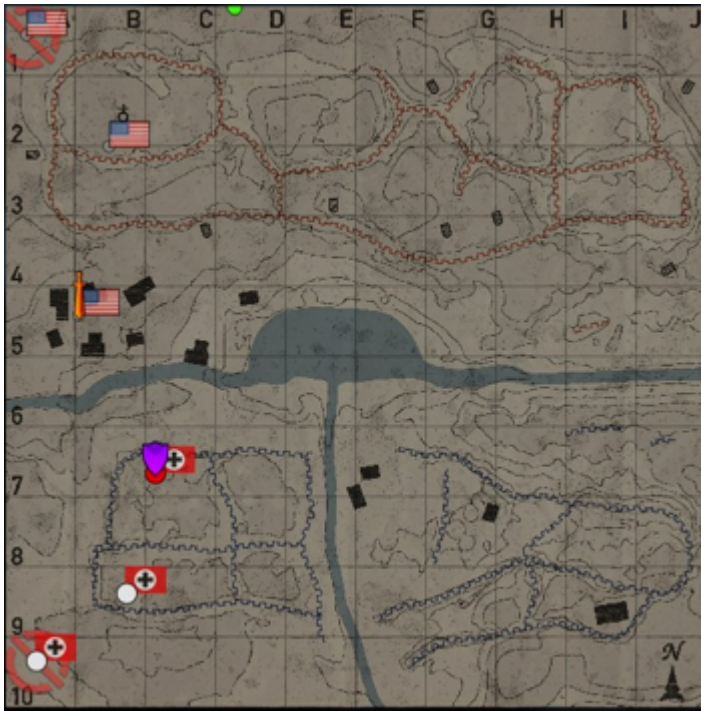




Location - Green Indicator
Bug - Trees floating.

(1.9)





Location - Green Indicator
Bug - Skybox visible from playable area

(1.10)



Location - Green Indicator

Bug - Skybox visible from player area and the outside area has visible elevation changes.

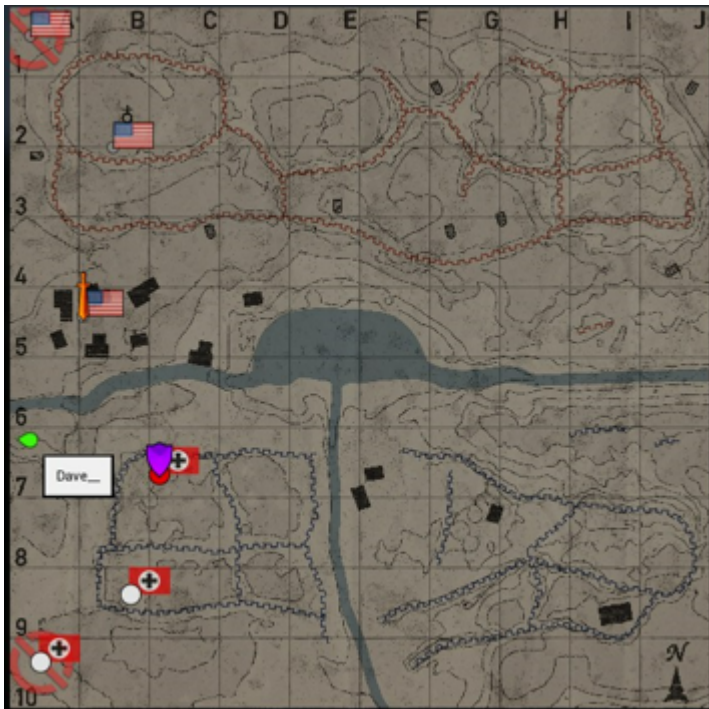
(1.11)



Location - A6

Bug - River seen protruding to the outside area and is floating.

(1.12)



Location - Green Indicator
Bug - Foliage is floating.

(1.13)



Location - Map Wide

Bug - Objects stick into the ground unrealistically. Cause the ground underneath to stick through.

(1.14)



Location - Map Wide

Bug - These walls allow the player to gain a raise in elevation when walked into, but do not allow the player to jump or vault over them. **IMO** the height should allow a vault or jump to occur.

(1.15)



Location - Green Indicator

Bug - Skybox visible through the playable area.

(1.16)



Location - Map Wide

Bug - Parts of water cause dirt to shoot up and others cause water to shoot up.

(1.17)



Location - Green Indicator
Bug - Weird lighting anomaly.

(1.18)



Location - Map Wide

Bug - (Not 100% if a feature or a bug) Barbed wire has no collisions and causes no damage when interacted with.

(1.19)



Location - Green Indicator

Bug - Underside of block visible, causing a visual anomaly.

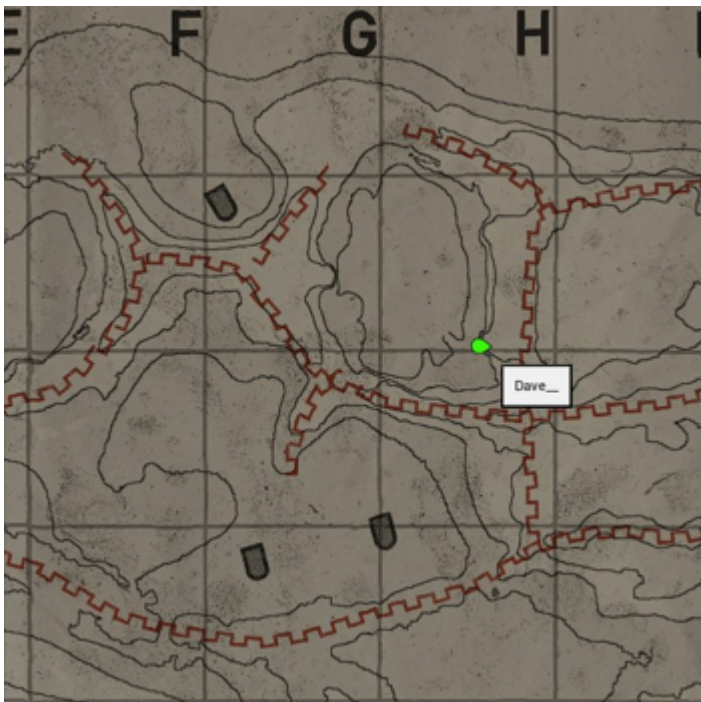
(1.20)



Location - Green Indicator

Bug - Soil visible through the wall of the underground bunker.

(1.21)



Location - Green Indicator

Bug - Ground visible through the bunker walls.

(1.22)



Location - Green Indicator

Bug - Ground sticking through the underground bunker walls.

(1.23)



Location - Green Indicator
Bug - Floating foliage.

(1.24)



Location - Green Indicator

Bug - Skybox visible from playable area.

OVERALL FEEDBACK:

- Map has a great aesthetic.
- Interiors are re-used.
- Edges of map seem neglected compared to the work done for the playable area.

(2) Khafji:

(2.1)



Location - J9

Bug - Weird visual streaks pass by the screen. Unsure if intentional.

(2.2)



Location - Outside the map

Bug - (UNSURE IF INTENTIONAL) The player can leave the area marked by the map. Unsure if intentional for future expansion.

(2.3)



Location - Outside the map to the South-East

Bug - Player can reach the sea and swim away to forever land.

(2.4)



Location - Outside the map

Bug - (UNSURE IF INTENTIONAL) Going off of the earlier point for possible expansion. The outside map area is quite decorated with large props. Can cause performance issues if they're meant to be hidden away.

(2.5)



Location - Map Wide

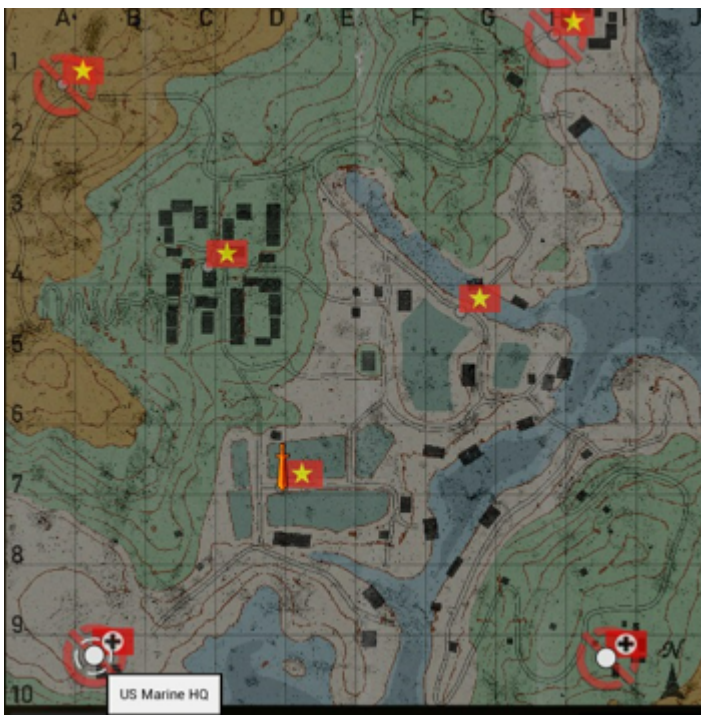
Bug - Metal objects struck with bullets are not consistent with other metal materials when struck by bullets.

OVERALL FEEDBACK:

- Very clean and tidy map. Hard to find small things
- Unsure if expansion is planned to further areas that aren't stopped by a clipbrush.

(3) Lam Dong:

(3.1)



Location - US Marine HQ

Bug - Tents missing a (generator?) / prop.

(3.2)



Location - Area directly south of US Marine HQ

Bug - Pit in ground causes the player to get stuck. Causing them to suicide in order to escape.

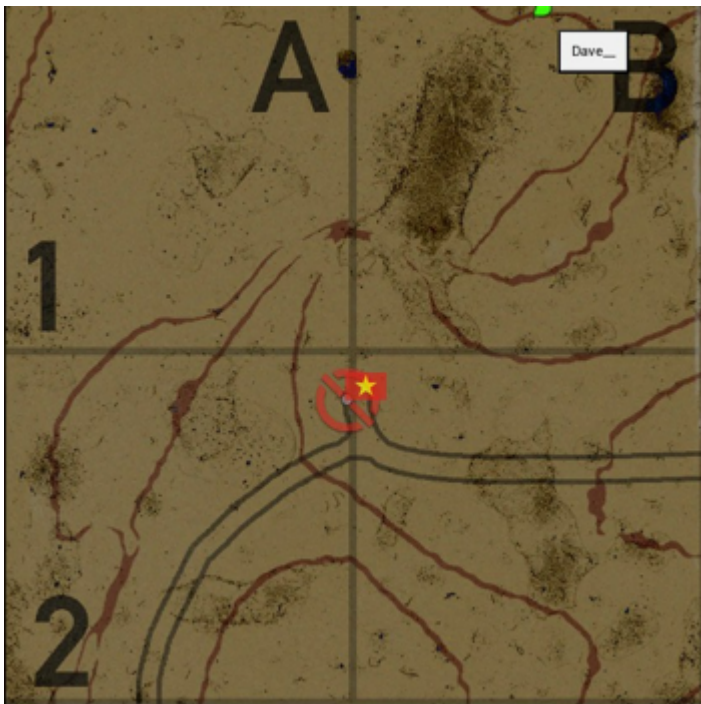
(3.3)



Location - Mountain in North West of the map.

Bug - Many rocks have inconsistent collision models causing the player to be able to morph into some of the rocks.

(3.4)



Location - Green Indicator

Bug - Unnecessary foliage inside of a boulder.

(3.5)



Location - C1 - F1

Bug - Outside playable area most likely is linked to a texture that is missing or similar.

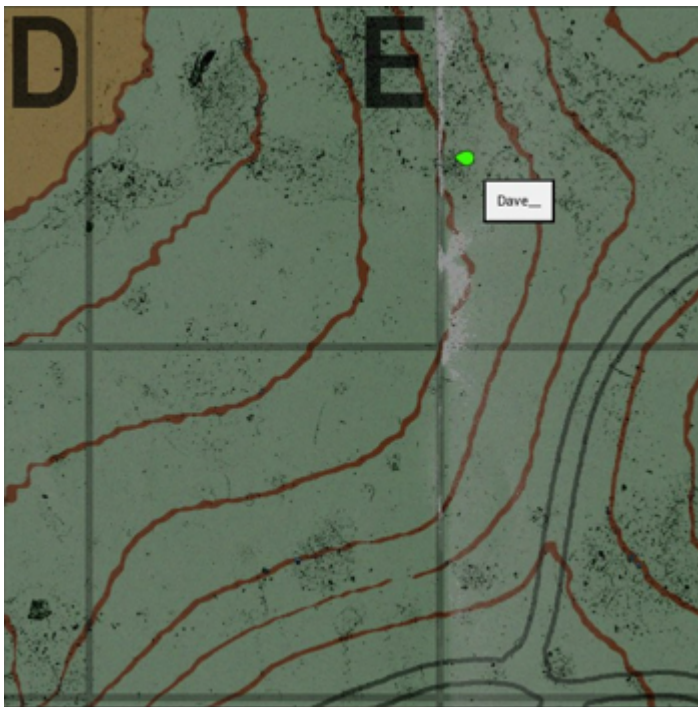
(3.6)



Location - Map Wide / Green Indicator

Bug - This building has a staircase to nothing. The only door into the building, seen above the water, is inaccessible.

(3.7)



Location - Green Indicator / Map Wide

Bug - On steeper ground foliage is observably floating above the ground at points.

(3.8)



Location - Green Indicator

Bug - Unrealistically floating plank / rubble prevents the player from re-entering the building.

(3.9)



Location - Green Indicator
Bug - Floating props.

(3.10)



Location - Green Indicator

Bug - Staircase too high, player unable to jump on top of it.

(3.11)



Location - Green Indicator

Bug - Unnecessary staircase under the floor.

(3.12)



Location - Green Indicator / Map Wide

Bug - Support beams visibly float above a black nothingness when in bodies of water.

(3.13)



Location - Green Indicator
Bug - This building serves no purpose gameplay wise.

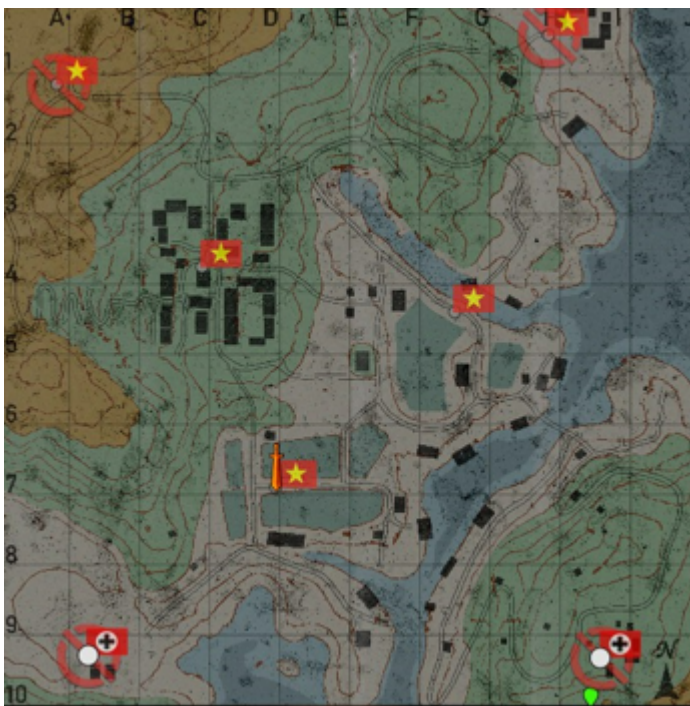
(3.14)



Location - Green Indicator

Bug - Player can morph into the rocks and observe the visual glitch.

(3.15)



Location - Green Indicator
Bug - Skybox visible from playable area.

(3.16)



Location - Green Indicator

Bug - Building isn't doing building things.

OVERALL FEEDBACK:

- Unique map. Very beautiful.
- Steep terrain causes a lot of floaty stuffs.
- Some buildings just don't make sense.

(4) Monte Cassino:

(4.1)



Location - Green Indicator

Bug - (NOT SURE IF INTENTIONAL) Gravel path ends in a big blob. Visually unappealing.

(4.2)



Location - Map Wide

Bug - This particular tree model. If walked into or around whilst touching it will cause the player to become fully stuck. Suicide being the only way to escape.

(4.3)



Location - Main Building

Bug - Many windows seem to be see through but just have a mesh texture for a window. Unsure if expansion of whole building is planned. But looks untidy to have some actual windows mixed in with these fake ones.

(4.4)



Location - Green Indicator

Bug - Playable terrain noticeably drops off to the non-playable area.

(4.5)



Location - Green Indicator

Bug - Path noticeably just discontinues upon where a path could lie. Just a looks thing again.

(4.6)



Location - Green Indicator / Map Wide

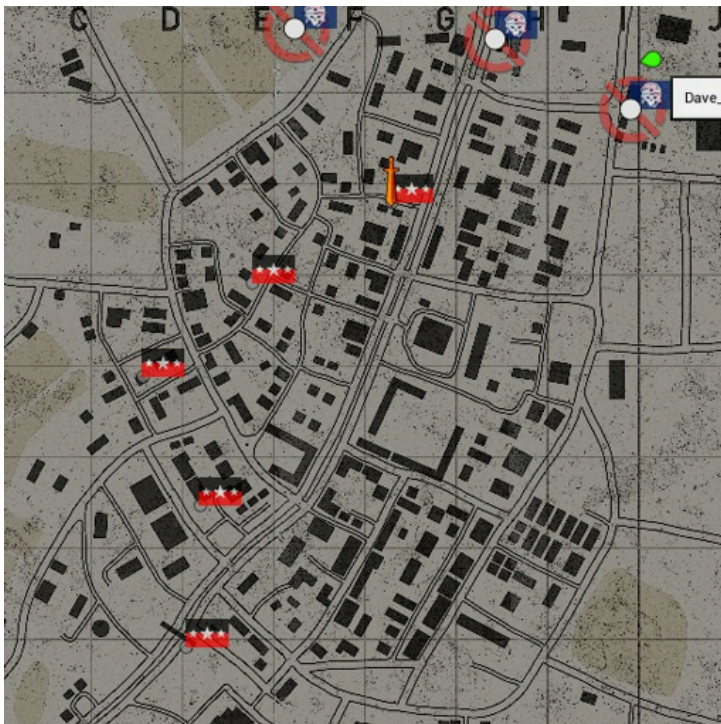
Bug - Similar to (1). Wall is low enough where a player should be able to jump / vault over it.

OVERALL FEEDBACK:

- WW2 nerd so I love the setting.
- Distance from map border to the end of the playable area terrain is nice, causes no noticeable difference in terrain texture / quality.
- Interiors get plain.
- Stealthy assassin trees? Not cool!

(5) Risala:

(5.1)



Location - Green Indicator

Bug - Road texture noticeably ends and is floating above the ground.

(5.2)



Location - Map Wide

Bug - (HARD TO SHOW) Trees, when shot, do not display any sort of splash.

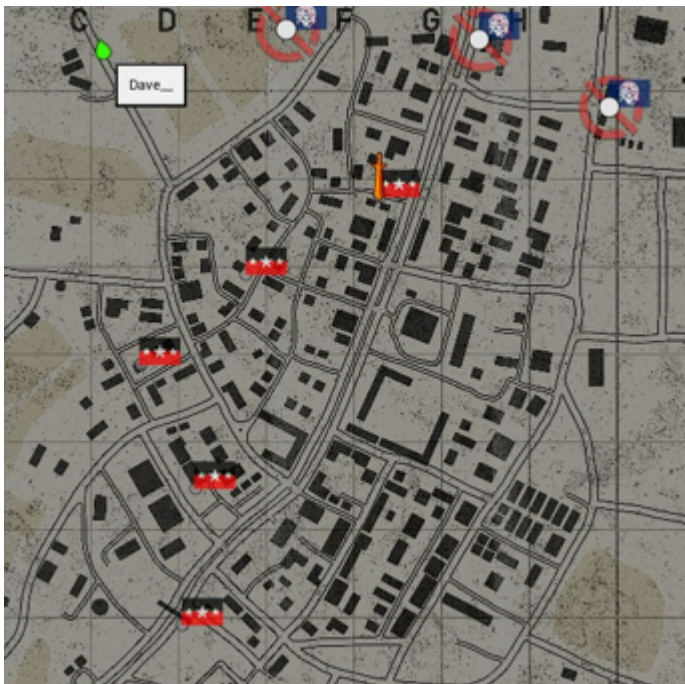
(5.3)



Location - Green Indicator

Bug - Map border positioned in such way that it just blocks one of the exits from the spawn.

(5.4)



Location - Green Indicator
Bug - Chinese spy balloons?

(5.5)



Location - Green Indicator

Bug - River ends on a harsh stop (Doesn't look realistic, yes I did just use that word).

"Water" also does not produce a water looking splash when shot.

(5.6)



Location - Green Indicator

Bug - Road texture not there when past the bridge.

(5.7)







Location - Green Indicator

Bug - Bridge/Road are not neatly put together, causing loads of gaps and elevation issues between the textures.

(5.8)



Location - Green Indicator

Bug - River flows under the outside playable terrain + Skybox visible from playable area.

(5.9)



Location - Green Indicator

Bug - Out of date map? Buildings in the wrong position?

(5.10)



Location - Green Indicator
Bug - Floaty bush.

(5.11)



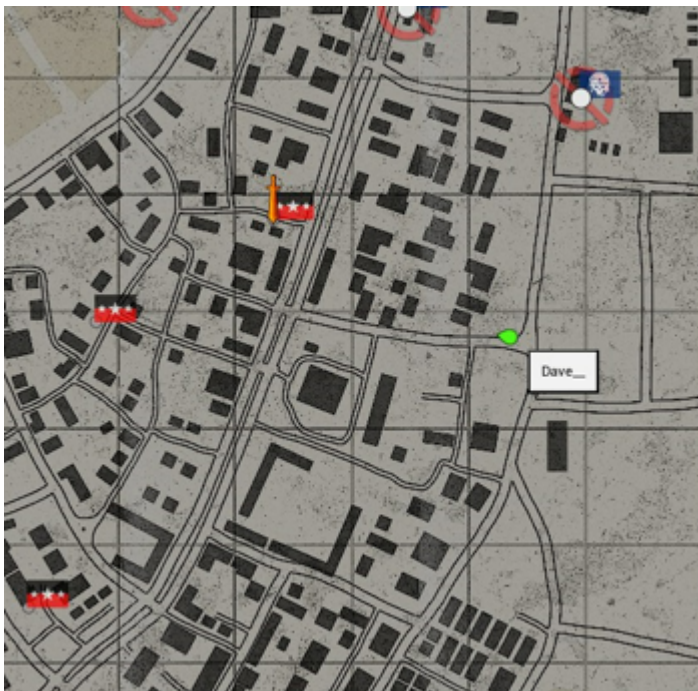
Location - Green Indicator
Bug - More Floaty Bush

(5.12)



Location - Green Indicator
Bug - Skybox visible from playable area.

(5.13)



Location - Green Indicator
Bug - Floaty Road / Curb

(5.14)



Location - Green Indicator / Map Wide

Bug - Missing / Mis-linked texture file for rubble on top of a building.

(5.15)



Location - Green Indicator

Bug - (UNSURE IF INTENTIONAL) Just seems like you should be able to squeeze in there but just isn't enough room.

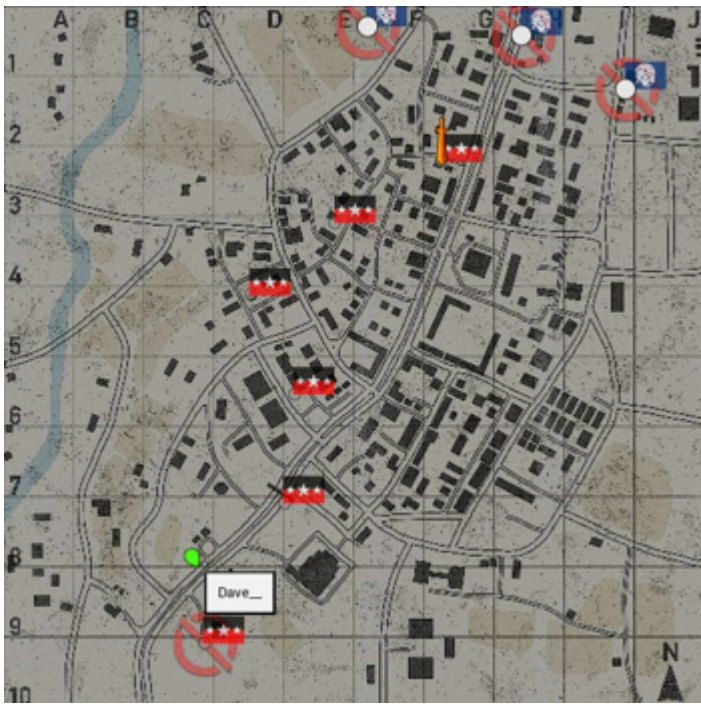
(5.16)



Location - Green Indicator

Bug - Terrain sticks through into the building

(5.17)



Location - Green Indicator
Bug - Bush in da buildin

(5.18)



Location - Map Wide

Bug - These specific objects have no collisions with the player. Unsure if the same is for BOTS.

(5.19)



Location - Map Wide

Bug - The barricaded off buildings have gaps in which you can the skybox.

(5.20)



Location - Green Indicator

Bug - Please centre that my OCD can't

(5.21)



Location - Green Indicator

Bug - Bush in da wall

(5.22)



Location - Green Indicator
Bug - Bush in da wall

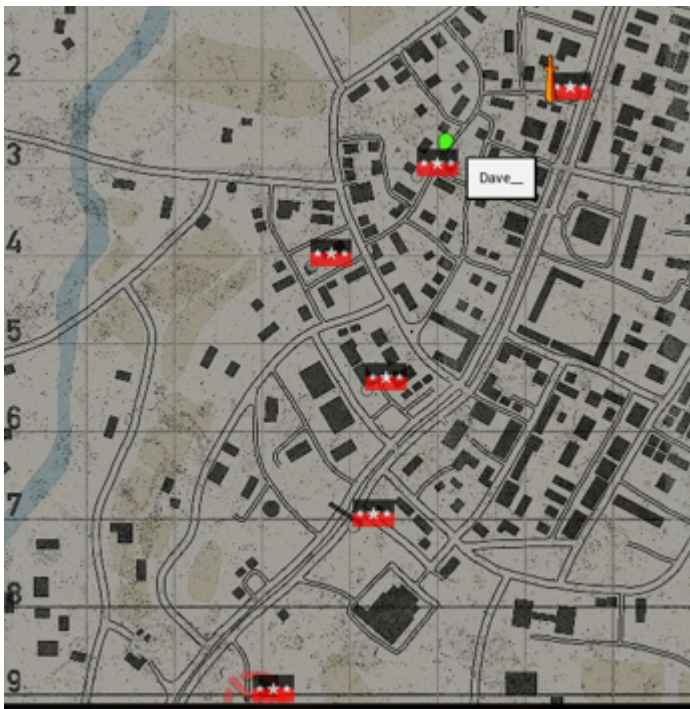
(5.23)



Location - Map Wide

Bug - (UNSURE IF INTENTIONAL) The shapes on the map do not match the shapes of the buildings.

(5.24)



Location - Green Indicator

Bug - Vehicle a bit tooooooo far in the ground.

OVERALL FEEDBACK:

- Very cool urban ops map.
- Seems a bit rough around the edges, quite rushed.
- Needs a bit more love and an updated map as it doesn't line up.

**PLEASE TAKE ALL OF THESE WITH A GRAIN OF
SALT. THIS IS JUST WHAT I NOTICED BY DOING A
QUICK RUN AROUND ON THE MAPS**

-Dave