

LIST OF KNOWN BUGS

COLLISION ISSUE

Platform collision issues - on edges of platforms players will get temporarily stuck occasionally

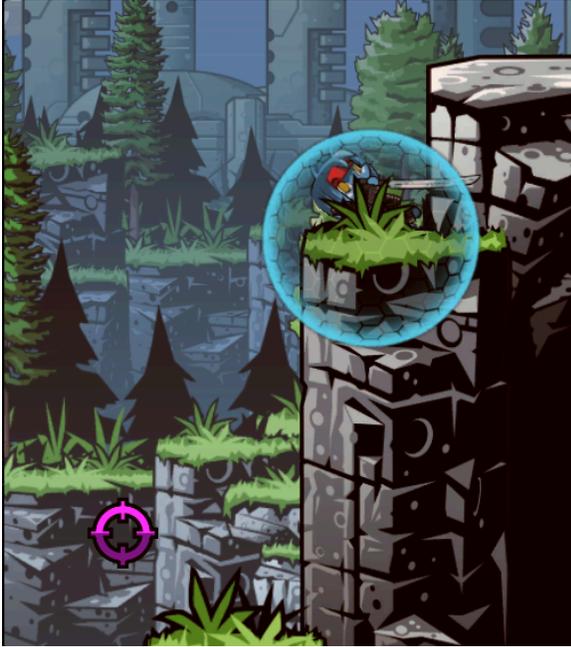
If the player dies and their corpse gets hit into the water they will respawn in a swim state

So if you crouch on a windmill blade, you adhere to the blade well past when you should have fallen off: <https://streamable.com/x37ra> (Possibly only applies if you're always facing the same direction, I think. When I tried turning around while near-vertical, I fell off.) - This also applies to Saya

Running away from and jumping underneath a wall, if you hit it at the correct point, your forward momentum will be canceled and you will slide up the wall, despite still holding down 'A' or 'D' (D in my case).

<https://streamable.com/91xd6>

Anywhere the ceiling and a wall intersect with only one object thickness, you can exit the map using a macro. <https://clips.twitch.tv/SpicyGrotesqueEaglePlanking>
(macro classified as exploit)



Saya collides into wall. Note: I wasn't able to recreate it on purpose but looks like I hit the back wall at a spot that would clip me into the ground

In version 0.20.1: if you jump on a slope while moving left or right, your momentum is killed.
<https://streamable.com/x8mja>

Dino Chargers get stuck in the dropship. If the last enemy dropped out of the ship is a charger, it gets stuck up in there and gets carried away with the dropship.

Saya's Katana does not trigger the generator

GAME BREAK / PROGRESS BLOCKER

After beating the game, your mouse doesn't appear on the main menu. - Need to confirm if happens with controller - also happens

Dropship bug: If you jump on top of one of them and then ride it as it flies off, when the ship despawns your character will despawn as well.

In version 20.1 if you stand with your face against a wall and attempt to back away with a weapon raised with Saya, you get stuck and can't back up.

AI

Enemies do not swim or drown.

Enemies do not get hurt from hazards such as spikes.

Armor Dino: When shot at in a certain way the character animation will glitch in such a way that it seems to spasm. It will be unable to shoot the player nor can it move. We've been unable to consistently recreate this issue at the moment. See Video:

<https://www.dropbox.com/s/15vv7owl6nxzhhp/bandicam%202018-04-04%2023-56-26-351.mp4?dl=0>

I know you said you were revamping AI but I think this is significant enough to warrant a report, especially since it might carry over into whatever system you make next. Enemy actors are able to stack on top of one another.

<https://streamable.com/hkhbk>

Half of the time the dropships glitch out without despawning properly

Inconsistent AI pathfinding: Sometimes the charging enemies don't seem to be able to jump over obstacles. Other times they have no trouble at all. Example below.

<https://streamable.com/lbxbx>

(Edit: The AI is also still not handling slopes very well. This slope has improved since the last build but I figured I'd mention it anyway. <https://streamable.com/kaioj>)

ART

If you wallslide and hold down, you won't leave the wallsliding animation when you hit the ground. However you behave as normal. If you release crouch you exit the animation immediately.

bullet sprite does not disappear after hitting something - Minimized Problem

P320e Charge Dispersal Rifle: Holding the charge and reloading the weapon leaves the effect and stays there until you shoot. It does not provide the player with a held charge shot.



If Saya falls into a pit and dashes to a wall before respawning, she respawns in the wall stick animation.

SOUND

Sentry soundbytes continue to play after they have been destroyed. ("Alert" "Intruder" etc)

Water sound plays when wallsliding <https://clips.twitch.tv/BoredGiantSandwichBatChest>
I'm not 100% sure why this happened. It might be because I'd entered the water beforehand.
Auditory only, no other effect.

Sfx for charge gun play after it is put away or if the player dies. - Ready for QA

UI



Player at zero health does not die. Caused by player only dying at -1 life instead of zero.
Suggestion to fix: Change to dead on 0 or below, or have Character health be displayed has hp + 1 on ui screen.

Sil's flashlight meter does not reflect the power of the flashlight on low power (doesn't go down)

MISC

Artifact counter does not increment

Ammo count does not save at checkpoints and then resets to the amount you had at that checkpoint on death

if you jump while in the elevator it causes the elevator to stop

if you try to reload facing a wall, you can't do it. Reloading gets locked with the firing.
<https://streamable.com/qf8d6>

Investigate high jump macro issue

Elevator buttons/switches are currently not shootable. This is probably subject to change as the buttons or levers requiring the player to press W to activate them (instead of shoot them) have not yet been implemented.

Saya can aim while crouched but cannot fire any of her weapons. Suggested fix: Do not allow Saya to aim while crouched

To test: see if able to swim with controller (people expect down on analogue stick)

FIXED BUGS:

~~bug selecting a new difficulty will not remove the applied settings of the old one~~ Fixed

~~Guns can shoot through terrain if they are clipping inside the terrain before shooting. Fixed~~

~~Moving Sentry drones (the flying guys) are currently glitched and buggy. They move across extremely fast and you can get shot by them. You hear them in the background. - Fixed~~

~~Patreon build does not respawn enemies - Fixed (for both builds)~~

~~miniboss does not come back down if you jump off of it. - Added Shootable recall switch~~

~~Miniboss Door does not reopen when player dies in miniboss room - fixed~~

~~Hyperdive : - when initially diving occasionally the player will fall straight to the ground and be unable to move. - Fixed~~

~~Dropships at start of level should not be there. Pathing is incorrect - Fixed~~

~~Player is occasionally locked in movement until firing. - Unable to replicate~~

~~runner dino jumps over player shield, as if it's being treated as collidable terrain - Fixed~~

Version 0.20.0 - 03/28/2018

~~The first air pocket, the one with the slopes~~

~~the second location I found: <https://streamable.com/xbsb9>~~

~~@GainenEX Found a new spot where you can glitch out of the map.~~

~~<https://clips.twitch.tv/CrackyScaryPlumCorgiDerp> - Fixed~~

~~There is a hole in the terrain right under the opening gate to the miniboss. Probably just a spot missed when redoing the terrain. <https://streamable.com/8gem6> - Fixed~~

~~Can continue to play game after you gameover - Fixed~~

~~If you start a new game, then return to the main menu and start a new game without restarting the program, the game softlocks - Fixed~~

~~Bullets hang in the air for the gun when you reload - the barrel needs to be properly parented to the gun - Fixed~~

~~All square box ammo pick ups are no longer animating correctly - Fixed~~

~~Enemy guns can shoot through terrain if they are clipping inside the terrain before shooting - Fixed~~

~~moving drones will move erratically if you shoot them once without killing them (to be fixed in upcoming advanced AI move) - Fixed~~

~~AI jumpy thing: The shelled enemy will jump even in the standing position. I mentioned this before but I guess I'll go again. I find this one pretty annoying, because if it happens when you don't expect it, it can throw your aim off and cost you some health. Example:~~

~~<https://streamable.com/cq66p> - Fixed, Enemy deprecated~~

~~Miniboss does not reset position and initial values after death. Additionally, the missiles seem to be going through terrain. <https://streamable.com/k5yuz> - Fixed~~

Version 0.20.1 - 04/11/2018

~~The generator animation is a little glitched.(Needs to be reanimated in Unity?)~~

~~<https://clips.twitch.tv/CautiousBenevolentTapirAMPEnergyCherry> - Fixed~~

~~Neither Sil nor the boss's penetration bullets do any damage once they penetrate. - Fixed~~