# Build 3.1 PlayTest

## Bug Report

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| Bug Description | Bug Severity (1-5) | Steps taken to recreate bug |
| There seems to be two stairs and top floors laid over the top, with one being smaller than the other | 4 | N/A |
| Player slides down stairs when standing still. Could be related to first point? | 4 | Stand on stairs without moving |
| Side table in hallway disappeared on pick up | 3 | PEG |
| Sofa by skull picture cant be picked up | 3 | N/A |
| Player can walk through false wall behind stairs | 4 | Present in every game (PEG) |
| Plant pot on dresser rotates to face downward on pick up | 2 | PEG |
| Drawers from dresser spin on pick up | 2 | PEG |
| Development console pops up when selecting great hall chandelier. Cant be cleared afterward (console command NullReferenceException) | 3 | PEG |
| Player can walk through joining wall between great hall and foyer | 2 | PEG |
| Broken foyer table spins on pick up | 2 | PEG |
| Far side table in hallway spins on pick up | 2 | PEG |
| Clock and drawer surround cant be selected to pick up | 2 | PEG |
| Drawer surround |  |  |
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## Ideas to develop

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| Ideas | Reason to develop | Idea Importance (1-5) |
| Pick up object, also mapped to left mouse click. | It took me a while to figure out e was command key, wanted to use left mouse | 3 |
| Have controls option in menu, (non-reprogrammable, but show player what controls are) | It took a while to figure out what button was command. A prompt in game or a controls image in menu would have been useful | 4 |
| Esc key should bring up quit menu. Or just close the game | No way to close game without using windows key first, (in full screen) | 4 |
| Have only one line for each resolution option in menu | Seems strange to have repeating options for each screen resolution option. | 2 |
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