### Build 4.1 PlayTest

### Bug Report

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| Bug Description | Bug Severity (1-5) | Steps taken to recreate bug |
| Library is very strange, glossy. Not in place and some untextured. Also off scale. (Follow up in thoughts) if not fixable, just hide room with door? | 4 | N/A |
| Player slides down stairs when standing still. | 3 | Stand on stairs without moving |
| Double doors to hallway don’t open | 4 | PEG |
| Sofa by skull picture cant be picked up | 3 | N/A |
| Player can walk through false wall behind stairs | 3 | Present in every game (PEG) |
| Plant pot on dresser rotates to face downward on pick up (all objects spin once picked 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 (unable to test. Hallway not accessible) | 2 | PEG |
| Clock and drawer surround cant be selected to pick up  | 2 | PEG |
| Top floor solo door can be walked through. Then throws player back to main menu (menu then isn’t interactable) | 5 | PEG |
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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) | 5 |
| 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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| Add progress bar for litter picked up | If there is a win state, a counter to give the player an idea of progression should be used | 4 |
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### Thoughts

* Library is very strange. In google drive there should be one unity file that is the full complete environment. Scale also seems strange, and the surfaces are glossy (not sure how to fix).
* Balloons are nice, but as the player is looking down when they select them, they briefly disappear through the floor when selected.
* Is that the final asset for the bin? The texture seems to stand out quite a lot to the surroundings. Maybe seems like a placeholder?
* Particle effect is nice, would work well if when the effect is played the progress bar increases (once/if implemented)