Bug Report

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**Bug - What?:**

UI screens for the menu scenes don’t scale correctly with PC devices
 **Description - Why?:**

The UI elements in the main menu were not set to scale with the screen

**Solution - How?:**Went to the canvas object in hierarchy and changed Canvas Scaler component UI Scale Mode dropdown to “Scale With Screen Size” option. Also organized hierarchy UI objects within Group Layouts.

**Bug - What?:**

The loading scene doesn’t play
 **Description - Why?:**

User is never sent to the LoadingScene during the game. LoadingScene.cs does not function at all. Awake does not call correct coroutine. Scene and script appears to be a joke that only writes text to trick the user into thinking the game deleted itself.

**Solution - How?:**Changed "LoadingCourtine" to LoadingCoroutine() in Awake() on line 27. You’ve got to double check the spelling for stuff like that. Start button now sends the user to the loading scene and the loading scene sends the user to level 1. Loading scene should be renamed to avoid confusion.

**Bug - What?:**

The cursor state doesn’t lock on PC
 **Description - Why?:**

The Camera Controller was missing a cursor lock call.

**Solution - How?:**Added:

//---ADDED-FOR-CURSOR-LOCK---//

 if (Input.GetKeyDown(KeyCode.Escape))//escape takes mouse out of window

 {

 Cursor.lockState = CursorLockMode.None;

 }

//--------------------------//

On lines 34 to 39. Cursor now locks during levels.

**Bug - What?:**

Camera controls appear stuck and should rotate around the player with swivel of the mouse
 **Description - Why?:**

Camera offestXYZ is being set only at start and being called on update. Thus, update changes position of the camera and then puts it back to starting position in update.

**Solution - How?:**Added:

 offsetY = offset.y;

 offsetZ = offset.z;

 offsetX = offset.x;

To update so that the previous position’s data would be written over with the new data; therefore, update would no longer be setting offset to the starting position.

**Bug - What?:**

An animation event error throws in gameplay
 **Description - Why?:**

“Jump” animation clip has an empty animation event that does not call any function when hit.

**Solution - How?:**Deleted empty animation event flag. Error no longer being thrown. If “Jump” needs another event call event should be fully implemented before pushed to repo. Reminder to send all team members that commit errors to github directly to the shadow realm.

**Bug - What?:**

The Pyramid enemies on level 3 don’t appear to kill the player
 **Description - Why?:**

Pyramid enemies are not tagged as “enemy” in the inspector; therefore, OnTriggerEnter does not recognize Pyramid enemies as enemies.

**Solution - How?:**Changed prefab tag to “Enemy”. Pyramid enemies now kill the player.

**Bug - What?:**

On Level 5 there is an enemy that will attack the player before they finished spawning
 **Description - Why?:**

Player spawns inside an enemy’s detection radius; therefore, the enemy pursues the player earlier than intended.

**Solution - How?:**Moved the enemy further away from the player’s spawn point in the level. Player must now purposefully move into the enemy's detection radius to trigger.

**Bug - What?:**

The gameplay loop is not complete; the enters an error state after Level 7
 **Description - Why?:**

Levels 8 through 11 are not in the build settings. Level 9 does not have the teleporter prefab in the level manager.

**Solution - How?:**Added scenes to build settings. Added teleporter prefab to level manager in level 9 scene. Gameplay loop appears to be complete now.

**Bug - What?:**

Level 11 can not be completed
 **Description - Why?:**

“Game Manager” and PlayerController.TeleportCo did not take into account that all levels will eventually be completed; therefore, throwing errors once the final level is completed.

**Solution - How?:**Added:

 public static int finalLevel = 11;

To GameManager and if checks to TeleportCo. Now, if TeleportCo is called after the current level is past finalLevel the user will be sent to the credits scene. Proper end/victory/”You Win!” scene should be added.

**Bug - What?:**

Unlocked pixels do not save to the gallery outside the current gameplay session
 **Description - Why?:**

Pixels do not have functionality to save to the gallery as there are no data containers or save features in the game capable of holding user unlock data.

**Solution - How?:**Adding player prefs to hold data between sessions. Added set to player controller for player pref on line 181 and get to game manager for player pref on line 9.

**Bug - What?:**

LevelManager.cs’s editor tools don’t appear
 **Description - Why?:**

LevelManagerEditor.cs doesn’t have visible tools appearing because it has a #if region that disables the script.

**Solution - How?:**

Adding LevelManagerEditor.cs’s #if region to unity enables the editor tools in the unity inspector.