

# AUXILIUM

RELEASE PLANNING

BUG LIST

5/10/2017

## KNOWN ISSUES

Bugs	Severity	Assignee	Estimation	Notes
<b>AUDIO: Host audio blows up and gets really loud.</b>	High			
<b>NETWORK: Host drops all clients' connections unexpectedly.</b>	High			
<b>BUG: Timer and Audio cues for time remaining get out of sync.</b>	High			
<b>BUG: Join Button doesn't work.</b>	High			
<b>BUG: When you drop the flag, everyone hears the score sound.</b>	High			
<b>BUG: Master Volume slider doesn't work and save state.</b>	High			
<b>HUD: Update secondary ability icons</b>	High			
<b>HUD: Sniper scope staying on screen when dead</b>	High			
<b>AUDIO: Fix flag status audio overlap (stagger VO)</b>	High			
<b>AUDIO: Mercs score playing instead of mercs dropped the objective</b>	High			
<b>BUG: Mouse sensitivity doesn't keep user setting</b>	High			
<b>BUG: Joining a game while the server is picking a map breaks the game.</b>	High			
<b>BUG: Starting game as dead sometimes when picking character too fast.</b>	High			
<b>BUG: When I am a Mercenary with the flag (on Cargo Hangar), kept hearing Voice Over say</b>	High			

<b>“Merc has the objective” multiple times.</b>				
<b>AUDIO: Re-balance all the audio</b>	High			
<b>AUDIO: Options menu</b>	High			
<b>BUG: No ragdoll/kill-cam view when dying in kill volumes</b>	High			
<b>BUG: Remove ragdoll collision with players</b>	High			
<b>BUG: Change installed game name to “Auxilium” instead of “AuxiliumGame”.</b>	High			
<b>MA: podiums feel too dominant in the map</b>	High			
<b>MA: Jump pads that send players to the sides often hit the speaker bar</b>	High			
<b>RW: Red lights on Railways turn off before the train is visible</b>	High			
<b>CH: Kippy feels like he should be able to walk underneath the back of the ship</b>	High			
<b>AT: Explore ways for the player to flow out of the lowest level</b>	High			
<b>AT: Some curved edges don’t have trim</b>	High			
<b>AT: Healing field is too powerful</b>	High			
<b>AT: No collision/can dash through wall on Atrium</b>	High			
<b>MENU: Lobby play button uses old image when pressed</b>	High			
<b>MENU:Add back buttons to lobby and loading screens (really all screens)</b>	High			
<b>MENU:Fix squished menu buttons</b>	High			
<b>MENU:Raise connection lost popup OK button to not clip off the bottom of the popup</b>	High			
<b>BUG: Not enough health packs in the levels</b>	Medium			
<b>BUG: End-of-match networking bug/some</b>	Medium			

users not seeing the scoreboard				
<b>BUG: Clean out old videos that are not needed from the project to reduce executable size.</b>	Medium			
<b>BUG: Dropdown on create match doesn't reset properly.</b>	Medium			
<b>BUG: Flag gets stuck on side rails.</b>	Medium			
<b>BUG: Sometimes get stuck jumping and can't stop.</b>	Medium			
<b>BUG: Server sees "Lost Connection" message when quitting match.</b>	Medium			
<b>BUG: If a game is already started, then you load in, then you select two characters really quickly back to back you can get game input to freeze.</b>	Medium			
<b>BUG: Scoreboard doesn't have highlighting to show the player where they are.</b>	Medium			
<b>BUG: (Assault) Bullets fire from wrong position while jumping.</b>	Medium			
<b>BUG: Infiltrator crosshairs don't match the arc of the projectile.</b>	Medium			
<b>AUDIO: Sniper ability playing same sfx as overhear</b>	Medium			
<b>RW: Train sound is too pleasant, doesn't sound dangerous</b>	Medium			
<b>CH: Old terminal room/ Under bomb area has black trim piece that is either super reflective or has a gap</b>	Medium			
<b>CH: Can't find the flag from underneath flag room</b>	Medium			
<b>MENU: Update class descriptions</b>	Medium			
<b>HUD: Sniper scope feels too small on the screen/covers too much of the screen</b>	Medium			

<b>HUD: Change flag icons when the flag is away from base (like it used to with the old icons)</b>	Medium			
<b>MA: Red base feels more decorated than blue base</b>	Low			
<b>RW: Tanks head clips into the ceiling above the conveyor belts</b>	Low			
<b>MENU: Make server not highlighted by default</b>	Low			
<b>AUDIO: Gunshots very quiet, especially tank</b>	Low			
<b>BUG: Alt-tab breaks full screen resolution. I can only see a zoomed in top left corner of the screen.</b>	Low			
<b>BUG: Gunshots go through teammates.</b>	Low			
<b>BUG: Jump is so high characters clip through some ceilings.</b>	Low			
<b>BUG: Framerate gets really low in Magic Academy.</b>	Low			
<b>BUG: Sniper hits characters outside of reticle.</b>	Low			
<b>AUDIO: Add jump land audio</b>	Low			
<b>AUDIO: add audio to when players die in a kill volume</b>	Low			
<b>AUDIO: Tank footsteps have loud clicking footstep, cut</b>	Low			
<b>AUDIO: Levels feel too quiet</b>	Low			
<b>BUG: Remove lag on character select.</b>	Will not fix			
<b>BUG: Looking up or down is not replicated over the network.</b>	Will not fix			
<b>BUG: Ordering is broken on the scoreboard.</b>	Will not fix			