

## Known Bugs for Engineering Team

This document was to translate known bugs into tangible tasks for the engineering team. It is formatted in a similar style to the Changelog on [GitHub](#). While standard pieces of feedback in the [Playtesting Sheet](#) might be enough for certain teams, the engineers often need very specific tasks that can be translated with ease into trackable [Issues](#).

Anything that has an issue created for it will be linked at the end. Some things might not have issues yet and/or require more information. If so, please specify.

### [v2.4.0] (Beta Candidate 2) - 2026-05-09

[Release](#) | [Changelog](#)

#### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **Cont. v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **Cont. from v2.0.3:** Trees in Ice Island have their collision box set too large.
- **Cont. from v2.1.4:** On puzzle reset, Sky is not able to traverse certain tiles. This is most likely because her reference to the layout of the grid is outdated ([#560](#)).
- **Cont. from v2.2.1:** The collectable crystal doesn't appear to rise from the ground on some islands. This might have something to do with the event system or the hard-coded coordinates inside of [CollectableCrystal.cs](#).

### [v2.3.0] (Beta Candidate 1) - 2026-05-08

[Release](#) | [Changelog](#)

#### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **Cont. v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **Cont. from v2.0.3:** Trees in Ice Island have their collision box set too large.

- **Cont. from v2.1.4:** On puzzle reset, Sky is not able to traverse certain tiles. This is most likely because her reference to the layout of the grid is outdated ([#560](#)).
- **Cont. from v2.2.1:** The collectable crystal doesn't appear to rise from the ground on some islands. This might have something to do with the event system or the hard-coded coordinates inside of [CollectableCrystal.cs](#).
- ~~**New:** It is impossible to select any tiles on the Mother Island puzzles; this is a game-breaking bug ([#675](#)).~~
  - **Fixed in [#676](#)**
- ~~**New:** The camera views for some puzzles are really far away, making it hard to view what's going on ([#678](#)).~~
  - **Fixed in [#679](#)**
- ~~**New:** There is no way for Skye to sprint, and her walking speed is pretty low for stuff like parkour ([#674](#)).~~
  - **Fixed in [#680](#)**
- ~~**New:** Ice Island puzzle 4 is broken ([#681](#)).~~
  - **Fixed in [#684](#)**
- ~~**New:** Oasis Island puzzle 4 is broken ([#681](#)).~~
  - **Fixed in [#684](#)**
- ~~**New:** The parkour tiles on Ice Island are bright pink ([#682](#)).~~
  - **Fixed in [#685](#)**
- ~~**New:** It appears as though the varying tree heights for Ice Island trees are not available.~~
  - **Fixed in [#686](#)**
- ~~**New:** Some tiles are still changing color upon resetting the puzzle ([#687](#)).~~
  - **Fixed in [#688](#)**

## [v2.2.5] - 2026-05-07

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **Cont. v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **Cont. from v2.0.3:** Trees in Ice Island have their collision box set too large.

- ~~Cont. from v2.0.3:~~ It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).  
  - **Fixed in [#635](#)**
- ~~Cont. from v2.1.4:~~ On puzzle reset, Sky is not able to traverse certain tiles. This is most likely because her reference to the layout of the grid is outdated ([#560](#)).
- ~~Cont. from v2.2.1:~~ The collectable crystal doesn't appear to rise from the ground on some islands. This might have something to do with the event system or the hard-coded coordinates inside of [CollectableCrystal.cs](#).
- ~~Cont. from v2.2.1:~~ On some screens (Aidan's laptop) the black screen during the intro dialogue cutscene on Mother Island does not cover the entire screen.  
  - **Fixed in [5a540bd](#)**
- ~~New:~~ The exit button on the first Flower Island puzzle is unresponsive ([#636](#)).  
  - **Fixed in [#637](#)**
- ~~New:~~ If you go to Ice Island, enter a puzzle, leave the puzzle, hit pause, and then try to interact with the UI, none of the buttons allow you to interact ([#665](#)).  
  - **Fixed in [#667](#)**

## [v2.2.4] - 2026-05-07

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- ~~Cont. from v1.1.0:~~ Camera direction resets to level defaults when pausing the game ([#326](#)).
- ~~Cont. v1.1.0:~~ Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- ~~Cont. from v2.0.3:~~ Trees in Ice Island have their collision box set too large.
- ~~Cont. from v2.0.3:~~ It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).
- ~~Cont. from v2.1.4:~~ On puzzle reset, Sky is not able to traverse certain tiles. This is most likely because her reference to the layout of the grid is outdated ([#560](#)).

- **Cont. from v2.2.1:** The collectable crystal doesn't appear to rise from the ground on some islands. This might have something to do with the event system or the hard-coded coordinates inside of [CollectableCrystal.cs](#).
- **Cont. from v2.2.1:** On some screens (Aidan's laptop) the black screen during the intro dialogue cutscene on Mother Island does not cover the entire screen.

## [v2.2.3] - 2026-05-05

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **Cont. v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **Cont. from v2.0.3:** Trees in Ice Island have their collision box set too large.
- **Cont. from v2.0.3:** It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).
- **Cont. from v2.1.4:** On puzzle reset, Sky is not able to traverse certain tiles. This is most likely because her reference to the layout of the grid is outdated ([#560](#)).
- **Cont. from v2.2.1:** The collectable crystal doesn't appear to rise from the ground on some islands. This might have something to do with the event system or the hard-coded coordinates inside of [CollectableCrystal.cs](#).
- **Cont. from v2.2.1:** On some screens (Aidan's laptop) the black screen during the intro dialogue cutscene on Mother Island does not cover the entire screen.

## [v2.2.2] - 2026-05-02

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **Cont. v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).

- The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- ~~Cont. from v1.1.1:~~ There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain. ([#460](#)).
  - **Fixed in [#599](#)**
- Cont. from v2.0.3: Trees in Ice Island have their collision box set too large.
- Cont. from v2.0.3: It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).
- Cont. from v2.1.4: On puzzle reset, Sky is not able to traverse certain tiles. This is most likely because her reference to the layout of the grid is outdated ([#560](#)).
- Cont. from v2.2.1: The collectable crystal doesn't appear to rise from the ground on some islands. This might have something to do with the event system or the hard-coded coordinates inside of [CollectableCrystal.cs](#).
- Cont. from v2.2.1: On some screens (Aidan's laptop) the black screen during the intro dialogue cutscene on Mother Island does not cover the entire screen.
- ~~New:~~ Some puzzle prefabs still had their feedback systems wiped from [0c3f7f3](#). This will need to be restored on each respective island's puzzles ([#610](#)).
  - **Fixed in [#611](#)**

## [v2.2.1] - 2026-05-02

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- Cont. from v1.1.0: Camera direction resets to level defaults when pausing the game ([#326](#)).
- Cont. v1.1.0: Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- Cont. from v1.1.1: There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain. ([#460](#))
- ~~Cont. from v2.0.1:~~ The new movement system seems to only respond to Player navigation on a PC and not desktop. ([#467](#))
  - Note that the Player is still able to look/turn without any issues.

- ~~— Note Cris cannot move unless he has low-power mode on his Mac turned on.~~
- ~~— Duel input detection effects the game (ie. Cris plugged in his mac into the school projector and he couldn't move (but could jump and look around)~~
- **Fixed in #602**
- **Cont. from v2.0.3:** Trees in Ice Island have their collision box set too large.
- **Cont. from v2.0.3:** It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).
- **Cont. from v2.1.4:** On puzzle reset, Sky is not able to traverse certain tiles. This is most likely because her reference to the layout of the grid is outdated ([#560](#)).
- **New:** The collectable crystal doesn't appear to rise from the ground on some islands. This might have something to do with the event system or the hard-coded coordinates inside of [CollectableCrystal.cs](#).
- **New:** On some screens (Aidan's laptop) the black screen during the intro dialogue cutscene on Mother Island does not cover the entire screen.

## [v2.2.0] - 2026-05-01

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **Cont. v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **Cont. from v1.1.1:** There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain. ([#460](#))
- **Cont. from v2.0.1:** The new movement system seems to only respond to Player navigation on a PC and not desktop. ([#467](#))
  - Note that the Player is still able to look/turn without any issues.
  - Note Cris cannot move unless he has low-power mode on his Mac turned on.
  - Duel input detection effects the game (ie. Cris plugged in his mac into the school projector and he couldn't move (but could jump and look around)
- **Cont. from v2.0.3:** Trees in Ice Island have their collision box set too large.

- **Cont. from v2.0.3:** It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).
- **Cont. from v2.1.4:** On puzzle reset, Sky is not able to traverse certain tiles. This is most likely because her reference to the layout of the grid is outdated ([#560](#)).
- ~~**New:** Realtime camera blur during pause mode is not present on the Mother Island.~~
  - **Fixed in [#586](#)**

## [v2.1.4] - 2026-04-30

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **Cont. v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **Cont. from v1.1.1:** There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain. ([#460](#))
- **Cont. from v2.0.1:** The new movement system seems to only respond to Player navigation on a PC and not desktop. ([#467](#))
  - Note that the Player is still able to look/turn without any issues.
  - Note Cris cannot move unless he has low-power mode on his Mac turned on.
  - Duel input detection effects the game (ie. Cris plugged in his mac into the school projector and he couldn't move (but could jump and look around)
- **Cont. from v2.0.3:** Trees in Ice Island have their collision box set too large.
- **Cont. from v2.0.3:** It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).
- ~~**New:** There's a major memory leak present on Oasis Island that occurs when trying to click the PuzzleCheatSign. This error persists in the Unity Editor and requires restarting the application to fix.~~
  - **Fixed in [#578](#)**
- **New:** On puzzle reset, Sky is not able to traverse certain tiles. This is most likely because her reference to the layout of the grid is outdated ([#560](#)).

## [v2.1.3] - 2026-04-29

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- Cont. from v1.1.0: Camera direction resets to level defaults when pausing the game ([#326](#)).
- Cont. v1.1.0: Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- Cont. from v1.1.1: There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain. ([#460](#))
- Cont. from v2.0.1: The new movement system seems to only respond to Player navigation on a PC and not desktop. ([#467](#))
  - Note that the Player is still able to look/turn without any issues.
  - Note Cris cannot move unless he has low-power mode on his Mac turned on.
  - Duel input detection effects the game (ie. Cris plugged in his mac into the school projector and he couldn't move (but could jump and look around)
- Cont. from v2.0.3: Trees in Ice Island have their collision box set too large.
- Cont. from v2.0.3: It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).
- ~~Cont. from v2.1.2: The "Exit" button in some puzzle prefabs are unresponsive ([#549](#)).~~
  - **Fixed in [#552](#)**

## [v2.1.2] - 2026-04-27

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- Cont. from v1.1.0: Camera direction resets to level defaults when pausing the game ([#326](#)).
- Cont. v1.1.0: Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.



- **Cont. from v1.1.1:** There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain. ([#460](#))
- **Cont. from v2.0.1:** The new movement system seems to only respond to Player navigation on a PC and not desktop. ([#467](#))
  - Note that the Player is still able to look/turn without any issues.
  - Note Cris cannot move unless he has low-power mode on his Mac turned on.
  - Duel input detection effects the game (ie. Cris plugged in his mac into the school projector and he couldn't move (but could jump and look around)
- **Cont. from v2.0.3:** Trees in Ice Island have their collision box set too large.
- **Cont. from v2.0.3:** It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).
- **New:** The "Exit" button in some puzzle prefabs are unresponsive ([#549](#)).

## [v2.1.1] - 2026-04-27

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **Cont. v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **Cont. from v1.1.1:** There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain. ([#460](#))
- **Cont. from v2.0.1:** The new movement system seems to only respond to Player navigation on a PC and not desktop. ([#467](#))
  - Note that the Player is still able to look/turn without any issues.
  - Note Cris cannot move unless he has low-power mode on his Mac turned on.
  - Duel input detection effects the game (ie. Cris plugged in his mac into the school projector and he couldn't move (but could jump and look around)
- **Cont. from v2.0.3:** Trees in Ice Island have their collision box set too large.
- **Cont. from v2.0.3:** It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).

- ~~New:~~ Mother Island interior teleportation is not working.  
     ➤ **Fixed in [5a55ff8](#)**

## [v2.1.0] - 2026-04-27

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **Cont. v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **Cont. from v1.1.1:** There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain. ([#460](#))
- **Cont. from v2.0.1:** The new movement system seems to only respond to Player navigation on a PC and not desktop. ([#467](#))
  - Note that the Player is still able to look/turn without any issues.
  - Note Cris cannot move unless he has low-power mode on his Mac turned on.
  - Duel input detection effects the game (ie. Cris plugged in his mac into the school projector and he couldn't move (but could jump and look around)
- **Cont. from v2.0.3:** Trees in Ice Island have their collision box set too large.
- ~~**Cont. from v2.0.3:** A lack of death boxes results in the Player getting stuck in certain areas with no way to properly restart ([#505](#)).~~
  - **Fixed in [#545](#)**
- **Cont. from v2.0.3:** It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).
- ~~**New:** Teleportation to the start of the island after collecting the crystal *only* works on Ice Island, not any other island.~~
  - **Fixed in [#538](#)**
- ~~**New:** If Skye enters a puzzle from a lower altitude (y axis) than the rune circle itself, she may appear underneath the tile rather than above, rendering her invisible.~~
  - **Fixed in [#532](#)**
- ~~**New:** Puzzle cheat sign only encompasses puzzle completion, not crystal collection.~~

- **Fixed in #542**
- ~~New:~~ Collectable crystals need to be moved to the end of each island rather than the start.
- **Fixed in #538**

## [v2.0.3] - 2026-04-22

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- Cont. from v1.1.0: Camera direction resets to level defaults when pausing the game ([#326](#)).
- Cont. v1.1.0: Post-processor blur not working in puzzle view ([#321](#)).
- The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- ~~Cont. from v1.1.1: Rune circles do not have any artwork, they are just plain white making them hard to see and draw attention to ([#405](#)).~~
- **Fixed in #509**
- Cont. from v1.1.1: There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain. ([#460](#))
- Cont. from v2.0.1: The new movement system seems to only respond to Player navigation on a PC and not desktop. ([#467](#))
  - Note that the Player is still able to look/turn without any issues.
  - Note Cris cannot move unless he has low-power mode on his Mac turned on.
  - Duel input detection effects the game (ie. Cris plugged in his mac into the school projector and he couldn't move (but could jump and look around)
- ~~Cont. from ???: Sky and Oasis foliage are not fully transparent and her outline should match her actual sprite. ([#237](#)).~~
- ~~This is a repeat bug that was fixed [here](#).~~
- **Fixed in #492**
- ~~New:~~ Going from Main Menu to Mother and back to Main Menu is broken, button just restarts Mother ([#487](#)).
- **Fixed in #494**
- ~~New:~~ Judith's sprite is glitching and flashing colors ([#479](#)).
- **Fixed in #515**

- ~~- **New:** Audio sliders are not responsive to sliding, including the percentages ([#488](#)).~~
  - **Fixed in [#488](#)**
- **New:** Audio sliders throwing a series of `NullReferenceException` errors in the console ([#516](#)).
  - **Fixed in [#517](#)**
- **New:** Trees in Ice Island have their collision box set too large.
- **New:** A lack of death boxes results in the Player getting stuck in certain areas with no way to properly restart ([#505](#)).
- ~~- **New:** Groundchecking and jumping are not available for an unknown reason.~~
  - **Fixed in [#508](#)**
- ~~- **New:** Rune circles casting a weird shadow create confusion and are distracting ([#505](#)).~~
  - **Fixed in [#509](#)**
- **New:** It's very hard to select certain tiles when in Puzzle mode due to the raycast selection and its ability to pick up the colliders. The colliders should be adjusted for a wider range of the tile model for easier selection ([#474](#)).

## [v2.0.2] - 2026-04-20

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **Cont. v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **Cont. from v1.1.1:** Rune circles do not have any artwork, they are just plain white making them hard to see and draw attention to.
- **Cont. from v1.1.1:** There's no barriers (visible or invisible) that block the Player from simply walking straight past `Puzzle2.prefab` and up the mountain.
- ~~- **Cont. from v2.0.0:** No airship model is available making it hard for the Player to understand what the large tan plate is (placeholder).~~
  - **Fixed in [#465](#)**
- **Cont. from v2.0.1:** The new movement system seems to only respond to Player navigation on a PC and not desktop.
  - Note that the Player is still able to look/turn without any issues.

## [v2.0.1] - 2026-04-20

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **Cont. from v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **Cont. from v1.1.1:** Rune circles do not have any artwork, they are just plain white making them hard to see and draw attention to.
- **Cont. from v1.1.1:** There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain.
- **Cont. from v2.0.0:** No airship model is available making it hard for the Player to understand what the large tan plate is (placeholder).
- **New:** The new movement system seems to only respond to Player navigation on a PC and not desktop.
  - Note that the Player is still able to look/turn without any issues.
- **New:** Jumping mechanic needs to be re-established with new CharacterController movement system ([#419](#)).
- **New:** The built .exe is still named Untitled-26.exe ([#437](#)).
- ~~**New:** Card usages not being initialized to their default values upon hitting Reset button in puzzle mode.~~
  - **Fixed in [#431](#)**
- ~~**New:** We cannot see Skye facing the camera (rotating her 90°) during puzzle mode.~~
  - **Fixed in [#430](#)**

## [v2.0.0] - 2026-04-15

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- ~~**Cont. from v1.1.0:** A proper backdrop is needed for the settings/options menu in MainMenu.unity ([#327](#)).~~
  - **Fixed in [#417](#)**

- ~~Cont. from v1.1.0: “Jump” and any puzzle-related controls are not available in the UI ([#324](#)).~~
  - **Fixed in [#420](#)**
- ~~Cont. from v1.1.0: You can still unpause the game by hitting 'ESC' or 'T' in the Controls menu, but this does not reset the UI correctly ([#325](#)).~~
  - **Fixed in [#410](#)**
- ~~Cont. from v1.1.0: You can still unpause the game by hitting 'ESC' or 'T' in the Controls menu, but this does not reset the UI correctly ([#325](#)).~~
  - **Fixed in [#410](#)**
- ~~Cont. from v1.1.0: Post-processor blur not working in puzzle view ([#321](#)).~~
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- ~~Cont. from v1.1.1: Rune circles do not have any artwork, they are just plain white making them hard to see and draw attention to.~~
- ~~Cont. from v1.1.1: There’s no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain.~~
- ~~New: No airship model is available making it hard for the Player to understand what the large tan plate is (placeholder).~~
- ~~New: The Player’s movement and input handling is very laggy and inconsistent in cross-platform experiences.~~
  - **Fixed in [#418](#)**

## [v1.1.2] - 2026-04-09

[Release](#) | [Changelog](#)

### Bugs / Weak Spots

- ~~Cont. from v1.1.0: Camera direction resets to level defaults when pausing the game ([#326](#)).~~
  - Triggering dialogue also resets the Player’s rotation to scene defaults.
- ~~Cont. from v1.1.0: Puzzle 2 was reported to be rotated in the wrong direction (doesn’t require an issue, Dan said he could fix this quickly).~~
  - **Fixed in [#338](#)**
- ~~Cont. from v1.1.0: A proper backdrop is needed for the settings/options menu in MainMenu.unity ([#327](#)).~~
  - This is DIFFERENT than the real-time gameplay blur ([#277](#)).
- ~~Cont. from v1.1.0: The “Load Game” and “Save” buttons should be removed from the UI entirely ([#320](#)).~~
  - **Fixed in [#365](#)**

- **Cont. from v1.1.0:** “Jump” and any puzzle-related controls are not available in the UI ([#324](#)).
- **Cont. from v1.1.0:** You can still unpause the game by hitting 'ESC' or 'T' in the Controls menu, but this does not reset the UI correctly ([#325](#)).
- Skye's sprite texture is assigned a runtime, making her appear as a blank white square for half a second ([#319](#)).
- **Cont. from v1.1.0:** There's two exit buttons in Puzzle1.prefab and neither are configured with the modern UI layout and aesthetic ([#322](#)).
- **Cont. from v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **Cont. from v1.1.1:** Rune circles do not have any artwork, they are just plain white making them hard to see and draw attention to.
- ~~**Cont. from v1.1.1:** The “Exit” button from the Settings menu in MainMenu.unity is non-responsive.~~
  - **Fixed in [#365](#)**
- ~~**Cont. from v1.1.1:** Some ice trees are colliding with the tiles of the Puzzle2.prefab on the Ice Island.~~
  - **Fixed in [#338](#)**
- **Cont. from v1.1.1:** There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain.

## [v1.1.1] - 2026-04-07

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### Bugs / Weak Spots

- **Cont. from v1.1.0:** Camera direction resets to level defaults when pausing the game ([#326](#)).
  - Triggering dialogue also resets the Player's rotation to scene defaults.
- **Cont. from v1.1.0:** Puzzle 2 was reported to be rotated in the wrong direction (doesn't require an issue, Dan said he could fix this quickly).
- **Cont. from v1.1.0:** A proper backdrop is needed for the settings/options menu in MainMenu.unity ([#327](#)).
  - This is DIFFERENT than the real-time gameplay blur ([#277](#)).
- **Cont. from v1.1.0:** The “Load Game” and “Save” buttons should be removed from the UI entirely ([#320](#)).
- **Cont. from v1.1.0:** “Jump” and any puzzle-related controls are not available in the UI ([#324](#)).

- **Cont. from v1.1.0:** You can still unpause the game by hitting 'ESC' or 'T' in the Controls menu, but this does not reset the UI correctly ([#325](#)).
- ~~Cont. from v1.1.0:~~ The mouse polling rate on high-end computers lead to lagginess in the Player and camera rotational input ([#323](#)).
  - **Fixed in [#341](#)**
- **Cont. from v1.1.1:** Skye's sprite texture is assigned a runtime, making her appear as a blank white square for half a second ([#319](#)).
- ~~Cont. from v1.1.0:~~ Puzzle 2 terminal still present in the scene.
  - **Fixed in [#345](#)**
- **Cont. from v1.1.0:** There's two exit buttons in Puzzle1.prefab and neither are configured with the modern UI layout and aesthetic ([#322](#)).
- **Cont. from v1.1.0:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.
- **New:** Rune circles do not have any artwork, they are just plain white making them hard to see and draw attention to.
- **New:** The "Exit" button from the Settings menu in MainMenu.unity is non-responsive.
- ~~**New:** Modern ice tile models (created by Sami) have not yet been updated in Puzzle2.prefab.~~
  - **Fixed in [#345](#)**
- **New:** Some ice trees are colliding with the tiles of the Puzzle2.prefab on the Ice Island.
- ~~**New:** Skye is not visible from the overhead view of Puzzle2.prefab.~~
  - **Fixed in [#345](#)**
- **New:** There's no barriers (visible or invisible) that block the Player from simply walking straight past Puzzle2.prefab and up the mountain.

## Questions/Confusion

- Giant crystal present at the beginning of ice island:
  - Is the Player supposed to interact with this? Is it supposed to just stay there? Should it be moved somewhere else? Needs more clarification.
- For Puzzle1.prefab, some tiles are visibly larger than others.
  - Is this intentional? If so, we might want to adjust the colliders to make them easier to click and select.

**[v1.1.0] - 2026-04-05**

[Release](#) | [Changelog](#)



## Bugs / Weak Spots

- **New:** Camera direction resets to level defaults when pausing the game ([#326](#)).
- **New:** Puzzle 2 was reported to be rotated in the wrong direction (doesn't require an issue, Dan said he could fix this quickly).
- **New:** A proper backdrop is needed for the settings/options menu in MainMenu.unity ([#327](#)).
  - This is DIFFERENT than the real-time gameplay blur ([#277](#)).
- **New:** The "Load Game" and "Save" buttons should be removed from the UI entirely ([#320](#)).
- **New:** "Jump" and any puzzle-related controls are not available in the UI ([#324](#)).
- **New:** You can still unpause the game by hitting 'ESC' or 'T' in the Controls menu, but this does not reset the UI correctly ([#325](#)).
- **New:** The mouse polling rate on high-end computers lead to lagginess in the Player and camera rotational input ([#323](#)).
- **New:** Skye's sprite texture is assigned a runtime, making her appear as a blank white square for half a second ([#319](#)).
- **New:** Puzzle 2 terminal still present in the scene.
- **New:** There's two exit buttons in Puzzle1.prefab and neither are configured with the modern UI layout and aesthetic ([#322](#)).
- **New:** Post-processor blur not working in puzzle view ([#321](#)).
  - The camera view is also being switched back to the Player camera, not the correct puzzle camera.