

## BrowserQuest bug list

severity	Bug description	impeding gameplay	affecting stability
blocker	Player attack/movement messages should not be sent repeatedly if the player clicks multiple times		yes
blocker	Format of messages received by server is not verified (maliciously crafted messages could crash the server/client)		yes
critical	The left-most column of tiles in the world grid should not be clickable	yes	
critical	Players cannot interact with more than one entity when two are superimposed on the same tile	yes	
critical	When an entity spawns on the tile where the player is located, it's impossible to attack/pick up	yes	
critical	Healthbar is not properly initialized on mobile	yes	
critical	The character sometimes goes offscreen after moving to another zone	yes	
critical	Players can avoid being hit by moving to diagonal adjacent tiles to their ennemy	yes	
critical	Attacking an enemy sometimes results in both the player and the enemy stopping movement	yes	
critical	Players and enemies should never end up on the same tile during combat	yes	
critical	Mobile rendering has many graphical glitches	yes	
critical	Resizing window on Chrome crashes the game client		yes
major	Achievement notification icons are not displaying properly in webkit browsers		
major	Pressing ESC with the chat window open disconnects the player		yes
major	Players can become invisible to others in some situations involving the use of doors		
major	Sounds and music are not working in webkit browsers		
normal	Player attack animation is interrupted when the ennemy dies		
normal	Ninja Loot achievement is wrongly awarded when looting an item dropped off of an ennemy killed in one hit		
normal	When an enemy respawns next to a player, it won't attack unless the player moves		
normal	On mobile, the first touch event never works		
normal	Various game state synchronization issues between players in combat/loot situations		
normal	Chat bubbles are not properly repositioned after entering a door/portal		
minor	Players can sometimes appear twice to other players after using a portal in the village		
minor	Ennemies attacking other players are not always facing them		
minor	When a zone transition occurs, a portion of the screen is not redrawn correctly		
minor	Clicking multiple times on an ennemy should not reset the player's attack animation		
minor	Equipment icons in the bottom bar are not updated until an armor is equipped		
minor	Other players can end up in the wrong orientation after entering door/portal		
minor	Extra yellow pixels should not appear when cursor is hovering over some entities (ex: king NPC)		
minor	Players who drink a firepotion are not appearing to other players as wearing the Firefox costume		
minor	Player equipment is not saved in local storage in some situations		
minor	The final boss should always be facing south when idle		
minor	Standing still when the Firefox effect wears off results in a blinking player character		