| Z Enters Unity | Bug and Suggestion Report [Game Report]

**-Bugs-**

**Camera-**

-Recode the head-to-camera following so that it tracks the position of the crosshair or camera angle instead of tracking how much it moves.

-Add a free-look button which is bound to Left ALT that disconnects the camera from the character. \*1

-Force the character to follow the camera no matter what direction you turn. \*2

**Zanzoken-**

-Fix Zanzoken so that it actually has a speed again. In its current state, it's just a disappearing effect. It needs to have a set speed which ***does not*** stack with the other movement speeds. Meaning Boost + Zanzoken is not slower than Turbo + Zanzoken. Make sure that Zanzoken is the fastest tier of speed.

-If you hold Z and tap S, you'll hear a SFX play each time you tap S. It's a weird sound issue that you only see with S.

-Add a 200 point Ki consumption every time you use Zanzoken.

**Knockback [Movement]**

-Stop the player from doing any actions at all while knocked back. He currently CAN do SOME stuff. Blocking occasionally stops you from being flown back and you can also fire Ki attacks during the process.

**Dodging-**

-Make the game properly switch back to blocking when you let go of S while holding CTRL.

**Ki Beam**-

-Stop the game from requiring you to let go of RMB before it finishes charging in order to fire. This bug goes with the auto-fire attack bug. The Ki Beam will auto-fire when it's fully charged, but it fires a Knockback instead of a beam. So not only fix the auto-fire thing, but also allow the Ki Beam to fire when it's fully charged (instead of almost fully charged).

**Power Up-**

-Properly loop the aura SFX infinitely instead of looping a few times and stopping.

-Make the Aura SFX quickly fade-out when you stop powering up.

**Lock on-**

-Stop the player's camera from locking when he presses Q and has no target.

**Charge Meter-**

-Stop attacks from automatically firing when fully charged. (This one has an exception to it. Read the "Knockback [Attack]" category in the suggestions area below)

**ESC Menu-**

-You can still rotate your camera while the ESC Menu is up (even though you shouldn't). It's slow, but it is there none the less.

-Stop the player from being able to attack while the ESC Menu is up. Example: Your character will throw punches when you click buttons because you are using LMB to click buttons and LMB is the Light Punch button.

**Main Menu-**

-Properly switch the main menu background to the Earth system when you disconnect from a server.

**Console-**

-Stop the game from zooming your camera in while the console window is open.

**-Suggestions-**

**Knockback [Movement]**

-Increase the duration that a player is thrown back.

**Dashing-**

-Add a 5 second time limit to dashing.

-Allow the player to dash in all directions. Make sure you include Up and Down.

-Make Dashing a stackable movement speed. Boost + Dashing is slower than Turbo + Dashing.

**Knockback [Attack]-**

-Increase the charge time for knockbacks.

-Add a white glow, like the one from Pre-Alpha, on a player who charges a knockback.

-Stop Knockback from auto-firing when you aren't in range of a player, but make it auto-fire when you are in range.

**Combos-**

-Remove the LMB+RMB combo move. [You said you were going to fix it first, so do that. But I'm still writing to remove it]

**Ki Shot-**

-Decrease the size of the Ki Shots. \*3

-Stop my character from flying upward when I move forward (and only forward), hold shift, and charge a big Ki Shot.

**Ki Beam-**

-Redesign the way that the beam's FX work. Essentially what you need to make is a big Ki Shot that follows your crosshair or locked on target and has an infinite (or just very long) trail.

**Ki Mode-**

-Rebind the key to Tab. \*4

-Add text displayed above your crosshair that says "Ki Mode" or "Melee Mode" so you know which one you are in.

**Ki Bar-**

-Double the regeneration speed of Ki.

-Stop the player from being able to fire an attack he doesn't have the Ki for. Add red text that appears at the top-center of the screen if he doesn't have enough Ki to do something. When this text appears, make it say "Not enough Ki".

**Stamina Bar-**  
-Increase the value to 5000.

-Reduce the regeneration speed.

-Make it always visible.

-Color the bar to green.

-Change the graphic to the button icon.

**Health Bar-**

-Add a health regeneration.

- Add a cooldown so that health only regenerates when you've not taken damage for five seconds.

**Power Up-**

-Add a two second stun to players who receive damage while powering up.

**Lock on-**

-Force the camera to follow the players he is locked on and remove the function bound to tab all together. \*5

-Increase the speed at which the camera follows locked on players by a small amount.

**HUD-**

-Stop the game from stretching the HUD and allow it to retain its original size.

**Main Menu-**

-Double the distance between the Moon and the Earth.

-Increase the distance between the Sun and the Earth.

**-Special Justifications-**

**Intro-**

I realized you might not understand the reasons for particular suggestions, so I decided to explain why a few suggestions were made. I'll mark a suggestion with an asterisk (The star symbol: \*) and number it so it can be found below. Some are paired together because they are different suggestions that work toward the same idea.

**\*1, 2, 4, & 5:** I want the player to be able to free-look when he wants to during lock-ons just like what you have now. But I want the camera follow to be default and give free-look more usage. With free-look, we can add the ability to turn while moving in any direction. I want the player to not have his turning restricted but can still look at himself without the character turning (even though you can do that while standing still). I also want to leave in the option of unlocking your camera from your target when you fight, but I want to give it more practicality and usage. So I combined it with Tab. Quick Note: Make sure that turning on Free-look while locked on is different from the free-look when not locked on. This means you can have your camera free when fighting the player and not have to fix your camera when unlocked. Anyway, with the Tab key freed up, we can add a button separate from shift that lets you switch between melee and Ki without restricting your ability to move faster.

**\*3:** I want a much bigger size difference from the min size to max size Ki Shots. This difference is more useful when we have the scaling size Ki Shots. A bigger size difference will make it easier to see the difference between two Ki Shots.