Bug Report: Crush Death Animation Bug



Description

- Build: Commit “Remove unused cheats” on the develop branch (October 20, 2026)
- Priority: Medium
- Bug type: Gameplay
- Frequency: Extremely rare. It needs a very specific scenario that is only possible on 7 of the 75 maps (9.33%).

How to Reproduce

- Step 1: Start a two-player game.
- Step 2: Play a map where a player can be crushed by a piston or eliminated by spikes (Loser’s_round 3 is my favourite option). Both use the same animation.
- Step 3: Have one player get crushed by a piston or eliminated by spikes.

How to Reproduce

- Step 4: Quickly have the other player eliminate themselves by getting thrown off screen. You only have 2.5 seconds after the first player is crushed or spiked, because that is the length of the crush animation.
- Step 5: The crushed player is eliminated after the player thrown off screen, even though the exact opposite just happened.

Why It Happens

- I’m not sure, but the code that eliminates the player seems to run at the end of the crush animation instead of at the start.

Severity

Severity: Medium because:

- It’s a frustrating bug that clearly makes no sense when it happens. When it occurred, I was playing with children, and they were very upset because the result felt so unfair.
- It happens very rarely.
- It doesn’t crash the game.
- It doesn’t break the game loop.

Expected Result

Using the GIF below as an example, the red player should win the game (the one shown on the yellow container), because they were clearly eliminated well after the green player.

