# Bug Report: Podium Underground

Without visual bug



With visual bug



# Description

- Editor: The commit I’m using is “Feat: Update RV-Translate Workflow” on the develop branch (October 27, 2026)
- Priority: Medium
- Bug type: Visual
- Frequency: Always (100%) when the Game Duration setting is set to Quick.

# How to Reproduce

- Step 1: Choose the Quick option for the Game Duration setting at the start of any game (set Mini-Game Quantity to Many for faster testing).



# How to Reproduce

- Step 2: Play the game until the podium appears.
- Step 3: If a mini-game is about to be played, the camera moves underground and the visual bug appears. If no mini-game is played, repeat Step 2 until one is.

# Why It Happens

- The podium’s height only changes with the Game Duration setting. The quicker the game, the further down the podium is pushed, so it ends up sticking into the cave below.

# Severity

- Severity: Medium because...
- It always happens under the right conditions.
- If the podium is pushed further down, it could block the players' view of the mini-game, creating disruption in the gameplay loop.

# Expected Result

The podium should not stick out into the mini-game cave.

# Idea for fixing

- The fix could be quick and easy: we would only need to move the stalagmites at the back of the cave to a layer above the podium.