Bug Report: Wave Dash



Description

- Build: Playtest_202509122154 (September 12th 2025)
- Priority: Low
- Bug type: Input/Gameplay
- Frequency: Extremely rare, but once players know the input, consistency can improve quickly (I succeed on 70% of my attempts, when before I only had a 10% success rate).

How to Reproduce

- Step 1: Press your assigned dash button on your controller.
- Step 2: At the exact end of the dash, not before, not long after, press and hold the jump button. With precise timing, your character jumps twice as high as usual.

Severity

Severity: Low because...

- No crash.
- Gameplay loop is still playable.
- Extremely rare when players don’t know the input. It only happened once in the past three months, and this bug has probably existed since the very start of the project.

Expected Result

The expected behaviour would be that the jump is the same height after the dash input.

Gameplay Suggestions

- It’s a fun bug to do and might be a cool trick for hardcore gamers to bring more strategy and player expression into the game.
- It isn’t overpowered because you can’t double jump when wave dashing, and you have a floaty jump, which makes you an easier target for other players, but it is unpredictable, which is interesting for mind games and dodge play.