

Bug Report # 1

ID number	#5556
Bug Name	Oracle - Present the offering and it doesn't leave inventory.
Game	Destiny 2 (forsaken)
Map	Dreaming city
Reporter	Chelsey Sansonetti
Submit Date	11/29/2018
Summary	I can continue to present my offering over and over getting loot each time.
Platform	PS4
Severity	Major
Variety	Gameplay
Assigned to	/
Priority	High

Description

I can continue to loot the chest however many times I please. This will give me free loot and materials.

Steps to reproduce

1. Get the offering of oracle.
2. Wait till reset on tuesday.
3. Present the offering.
4. Get loot.
5. Doesn't leave inventory.
6. Present offering over and over.

Another way if you have to visit the queen.

1. Get the offering of oracle.
2. Wait till reset on tuesday.
3. Present the offering.
4. Let the portal open
5. Visit the queen.
6. Go out of the portal
7. Fast travel to davalian mist.
8. Go back to where you present the oracle.
9. Repeat.

Expected result

The oracle should be used once then remove from inventory.

Actual result

The oracle can be used over and over.

Tried

1. Getting a new oracle.
2. Since I already had one in my inventory it wouldn't give me another one.
3. I still tried to give my offering and it continued to stay in my inventory.

Idea's

I will have to dismantle it then get a new one when it resets again.

Notes

This was supposed to be patched 10/16/2018. I never got a new one since the patch so the bug still happens to me. I tried getting a new one tonight and it wouldn't give it to me with the old one still being in my inventory.

The other way has to happen because the portal doesn't close why your there.

Bug Report # 2

ID number	#5557
Bug Name	Out of the map
Game	Destiny 2 (forsaken)
Map	ECHO MESA, IO
Reporter	Chelsey Sansonetti
Submit Date	11/29/2018
Summary	You can get out of the map on IO.
Platform	PS4
Severity	Minor
Variety	Gameplay
Assigned to	/
Priority	Low

Description

There is a spot on IO where you can go outside of the map. They tried to fix this with a turn back timer but if you run fast enough you fall into a hole that stops the timer.

Steps to reproduce

1. Fast travel to the lost oasis.
2. By the adventure Unexpected guest.
3. Jump on to the tree branch (has to be the highlight branch in screenshot)
4. Hover over onto the little ledge on the left (I think only warlocks are able to do this).
5. Land up on the ledge.
6. Go all the way to the left (make sure your running.)
7. Fall into the hole before time runs out.

Expected result

Time should run out and you should respawn.

Actual result

You fall into a hole causing the timer to stop.

Idea's

Cover the hole up.

Put a collider so the player can't fall in it.

Make it where the timer doesn't shut off. (The issue with this one is it thinks i'm in the lost sector under me).

Notes

They have been trying to patch this since people figure out you could get into the whisper of the worm without doing the jumping puzzle.

Screenshots



Bug Report # 3

ID number	#5558
Bug Name	Stuck
Game	Destiny 2 (forsaken)
Map	ECHO MESA, IO
Reporter	Chelsey Sansonetti
Submit Date	11/29/2018
Summary	I was jumping up the tree and got stuck in a hole.
URL- Video	https://drive.google.com/file/d/12UYgPOfhMzUaToXuKTXaAY6CIKoj4tPO/view?usp=sharing
Platform	PS4
Severity	Minor
Variety	Gameplay
Assigned to	/
Priority	Low

Description

Jump up the tree till you see a volcano looking thing. Jump inside it usually you can use the branch in front of it to do so. Your still "falling" since your not touching the ground but you can't go down any further. Therefore you cannot double jump. It will only let you jump once.

Steps to reproduce

1. Fast travel to the lost oasis.
2. Go directly forward from spawn. (there is a screenshot below showing you exactly where on the map I got stuck).
3. Jump up the front of the tree
4. Find the thing that looks like a volcano.
5. There is a tree branch in front of it you can use.
6. Jump directly into it.
7. Try and jump out. (make sure you go all the way down where it's glitching because you can't go down any further.)

Expected result

You can jump right out. It looks like I can jump right out but without double jump I cannot.

Actual result

Jump right out.

Tried

1. Double jumping.
2. Single jump.
3. Moving around.

Idea's

Add a floor where the player gets stuck.
Add a collider where the player gets stuck.

Notes

There is a video link above in the table.

Screenshots

