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| **Game name** | **Bug list** | **Priority** | **Detail** |
| Tom Clancy’s Rainbow Six (1997) | * A.I Path-finding * Fail to follow | Medium | * If playable Character is died by enemy, Followed A.I is missing the set following point and wandering on the map because of player death. * Hostage always is stuck by wall and slope way. And missing Rescuing Character. |
| * Doesn’t run Window 10 | **High** | Could not launching Rainbow six (1997) on Windows 10. |
| * Sound Distortion | Low | Could not play gun shoot sound on loud place. |
| * Game doesn’t run on Radeon Graphic Card | **Critical** | Could not run on Windows Operating System (O.S) and Radeon GPU environment. |
| * Z-fighting | Medium | The Bullet mark and Environment texture always doing Z-fighting only on Windows Me, Vista and 7 environments. |

BUG Report Sheet

April 2nd 2019 to April 8th 2019

**Non-Confidential**