

Bug	Description
Buff/Debuff Icon Alignment	The buff and Debuff icons aren't quite aligned on some phone models
MultiPeer Connectivity Crashing	While sending commands to another device, app crashes (typically on slow/ crowded wifi networks)
MultiPeer Connectivity Quit Button not connected	When quitting game on one device, command isn't pushed to second device
Substring Warning	Swift 4 update in late 2017 made changes to String API causing warnings in old code using string functions
Haunt Taunt not Reducing Maximum Stamina	Under very rare conditions, playing the Haunt Taunt debuff does not reduce player's stamina.
Disarm Card Text Error	The Disarm card says that it reduces damage output for every attack instead of the first attack as by design. We just forgot to update the card asset
Health Potion with Brass Knuckles KO	If a player has the health potion buff and brass knuckles debuff on them at the start of their turn with less than or equal to two health, they'll tick down to 0 health from brass knuckles but heal with health potion. The game ends but before the "PLAYER # WINS" screen appears the dying player's health bar will update to show that they had healed. As by design the game should end because the player takes damage before healing is accounted for but the health bar updating can be confusing to a person playing the game.
Long Shuffle Animation in Online	In online mode, shuffling Player 2's Deck has a longer animation duration than Player 1's
Phantom Menu Cards in Online	If a card is played, placed, or shuffled and the menu button is clicked, the card will be visible in the menu pop up. This only happens in online. We fixed it in local but forgot to add the fix to the online portion of code.

Play Again? Online	After a game is won in online, if the users select the play again option, the game is launched in Local mode
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