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| Bug | Circumstances | Steps to Fix/Taken to Fix | Priority | Fixed? |
| Gem columns get stuck higher than should (As if standing on invisible gems) | Matches made quickly and lots of holes on the gem board will pause the gravity of the gems |  | Low. Still matches, and a match from it usually resets it correctly | No |
| Spells cover the orange GUI mask | Spells continue as long as they have a valid tile underneath them. If that tile is under the orange GUI mask, the spells go on top of the mask |  | Medium | No |
| Monsters loop indefinitely trying to escape dead-ends | Long dead-end hallways | Put another state in the switch cases to detect, this trap, end the turn, and reset last square visited to current square to open the way to escape | High | Yes |
| Monsters loop indefinitely trying to reach player through no tiles | Players detected and the weighted choice is no tile or the previous tile | Put another state (or 2) in the switch cases to detect, this trap, end the turn, and reset last square visited to current square to open the way to escape | High | Yes |
| Spells can kill player if the player can be hit by spells | Ice zips you to the end of the ice, which the spell may still be increasing the iced tiles |  | It’s a feature! | Yes |
| Player can time and find out how many monsters are in range | Turn order runs faster the less monsters are in range of the player | Speed up monster logic | Medium/It’s a feature! (X-com timing trick). | No |
| Monsters hard crash when they try to decide where to move but they are on the ice slide. | Monster’s turn start when they are sliding on ice. | Check if there is ice on the field. If there is, check if monster is on it. If so, skip this monster and come back in a few seconds or end its turn. | High | No |