**TQA Form**

**Signature: Brian McNamee Date:15/09/23 Time: 11:26 AM**

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| **Bug Priority (urgency):** | Low □ Medium □ High □ Critical □ |
| **Frequency of Occurrence:** | Reliable □ Random □ Undetermined □ |
| **Bug Status:** | New □ Assigned □ Closed □  InProgress □ Resolved □ Reopened □ |
| **Summary:** | After dying anywhere in the game and exiting in specific resolutions. The games title will become US instead of RUCKUS. |
| **Description:** | When playing the game in a resolution of 1920 x 1080. The title screen can change to US. This will always happen when the player dies in game and clicks the Exit button. |
| **Build/Environment:** | Beta build. |
| **Expected behaviour:** | The name of the game to be RUCKUS. |
| **Actual behaviour:** | Game name becomes US. |
| **Steps to reproduce:** | Enter the game.  Die to enemies or environment.  Click exit.  Bug is on the new menu. |
| **Department/Recipient:** | UI and UX team. |
| **Screenshots/Video:** |  |

**Duration: 45 minutes.**