

These are some of my written bugs:

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**Title: The arrows are disappearing in mid-air**

**Severity :** Minor

**Description :**

When the archer unit fires the arrows, they will disappear in mid-air, but they will still inflict damage on targeted enemy unit.

**Steps to reproduce :**

1. Enter the game
2. Press “Start a new game”
3. Select “Easy difficulty”
4. Select “Golden Nation” as your nation
5. Select “Golden Nation vs Beast Nation”
6. Select “Start battle”
7. Select “Golden archers” unit
8. Issue an order to fire upon the “crazed archers” unit
9. Observe the presence of the arrows in mid-air

**Expected results :** The arrows should be visible before hitting their targets

**Actual results :** The arrows disappear in mid-air

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**Title: The cutscene doesn't end when “Golden Opportunity” Chapter starts**

**Severity :** Blocker

**Description :** When the previous chapter ends, a new questline appears that tells the user's character to find “Helena” at the docks to embark on the “Wavecrusher”. After the user's character arrives at the docks, he speaks with “Helena” and the cutscene doesn't end begins.

**Steps to reproduce :**

1. Enter the game
2. Press “Load Game”
3. Select “The Golden Opportunity” load option
4. Select “Ok”
5. Navigate to the mailbox near user's character's house

6. Select “Mailbox”
7. Select “Message from Mayor Smiley”
8. Select “Collect message & rewards”
9. Navigate to the marked location on the minimap
10. Take the bus to “The Docks”
11. Navigate until the user’s character finds “Helena”
12. Select “Speak” to engage the dialogue with “Helena”
13. Look at the cutscene

**Expected results :** The cutscene ends and a new chapter begins

**Actual results :** The cutscene doesn’t end and a new chapter doesn’t begin

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