Shiva Project Plan

Project 1 – Testing Results

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**Testing**

**Bug List**

* Level up button can still be pressed when a soldier is showing the player what tiles it can move to, and upgrading the soldier changes the movement range of the soldier which conflicts with the tiles currently being shown by the soldier.
* If an alien gets cut off by another alien, depending on the terrain it will get caught in a loop looking for the proper tile until the alien that cut them off moves past that tile.
* Aliens can get caught in the terrain and end up in an infinite loop, moving between 2 different tiles and not making progress. Seems to be an issue with the path finding algorithm.