**Fight Test 1 – Bug Tracker & Fix Plan (updated as of v 0.07).**

**Updated from 0.06:**

* **Added new enemy types and images**
* **Fix to the player UI**

**To add in 0.07:**

* Aggro system

**📋 Bugs Reported**

**B1 — Cross-class abilities not displaying at level 8 (unclear, not tested in 0.07)**

* **Severity:** P2 (progression / feedback issue)
* **Repro:** When players level to 8, cross-class abilities fail to appear in the ability list or UI overlay.
* **Expected:** New cross-class abilities unlock and display automatically upon level-up.
* **Hypotheses:**
  + Client not updating ability map after level-up event.
  + Server not returning full merged ability list for new level tier.
  + Missing asset mapping for cross-class ability IDs.
* **Acceptance criteria:** All level 8 unlocks show in ability bar immediately upon level-up.

**B2 — Teacher dashboard not updating with player logins and statistics (ONGOING)**

* **Severity:** P1 (visibility / reporting failure)
* **Repro:** Teacher stats and players screens stay empty as players have connected; stats not updating after fights.
* **Expected:** “Class Statistics” page and “Students” modular shows historical players and updates stats after victory.
* **Fix:** Test whether statistics are getting recorded in the database after fights, and whether the teacher ID field is getting called correctly for the statistics page and students page. When I clicked on the statistics page (and the students page) it indicated a missing class ID. Check that these pages are calling the correct user ID from their database.
* **Acceptance criteria:** Dashboard lists players after victory; stats populate automatically after victory; no missing or duplicate entries.

**B3 – Enemies not changing on consecutive mode (NEW)**

* **Severity:** P0 (playability failure)
* **Repro:** Students finish off enemy 1 when there are multiple enemies in consecutive mode, but the enemy image/health bar doesn’t change, and no damage is possible on the second enemy.
* **Expected:** Once the first enemy is at <=0 health, the next enemy in the consecutive list becomes the target of player abilities and shows at the top of player screens. Also: it would be good to show a current frame in the teacher UI to indicate the current enemy.
* **Fix:** Unclear; I’m guessing there’s no handler in combat for current enemy. This is probably also a problem for the mode with multiple enemies presented at once – players will need a way to target a specific enemy and an indicator for their target. My suggestion is a rectangle outline with rounded corners.

**B4 – Players are not disconnecting correctly upon clicking “End Fight” on the teacher console. (ONGOING)**

* **Severity:** P0 (core functionality failure)
* **Repro:** Host clicks “End Fight” and the users in the player side stay connected to the fight.
* **Expected:** Upon host clicking “End Fight” the users are rapidly returned to the lobby (within 5 seconds).
* **Fix:** Add a controller to the “End Fight” button that returns users to the lobby.

**B5 – Players do not have a scroll bar for the select target for blocking/healing. (ONGOING)**

* **Severity:** P0 (playability failure)
* **Repro:** Student is a tank or healer, enter block/healing phase with more than 12 players connected. The window is too large for a small screen, so all players after count 12 do not show up.
* **Expected:** Tank players are able to block for any player
* **Fix:** Add a scroll bar/scroll functionality to the modular window for tanking/healing. Alternatively, add a pagination function and a flip pages button as well as a current page indicator.