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| Bug | Description | Priority | Previous Steps |
| 1 | “Skill Used” Notification pops while turn ended | High | Opponent spell cast |
| 2 | Dual spell activation in turn | High | A wizard summoned |
| 3 | “This card is inactive” after killing one opponent’s monster | High | A dragon killing an archer |

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| Fixation | Location | Description |
| 1  Bug 1, 2, 3 fixed | Card.java  spellCheck()  spellCheckWithCoordinates() | Add an if statement to prevent sending Action to server when turn ended. |