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| Bug nr: | Version |  | Priority | Severity | Type | Assign to |
| 00001 | 0.2 |  | P2 | Minor | Coding error | Wybren |
| Problem | | | **How to reproduce** | | | |
| Archer & Assassin stop walking when player walks into a room.  Expected result: Archer or assassin aqquires new line of sight Actual result: Archer of assassin stops moving. | | | 1: Walk into a small room, and make sure you have a wall on each axis of the player. | | | |

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| Bug nr: | Version |  | Priority | Severity | Type | Assign to |
| 00002 | 0.2 |  | P2 | Severe | Coding error | Wybren |
| Problem | | | **How to reproduce** | | | |
| FadeOut shader doesn’t work in unity 5.5  Expected result: Shader fades out objects when they get close to camera Actual result: Shader always fades out objects when in screen, so a hole is pierced straight through the world. | | | 1: point the camera of either game or scene at an object with the shader, and see for yourself (you do have to be in unity 5.5 | | | |

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