Bug Report

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| Bug No | Bug Description | Can it be reproduced? | Handler | Bug Status |
| 1. | Cannot go past seventh day. | Yes. | Samuel. | Fixed |
| 2. | Buyers don’t respond to moved stall location | Yes. | Roland. | Fixed |
| 3. | Can click through buttons to select stalls | Yes. | Samuel. | Fixed |
| 4. | Holding RMB when day auto-advances continues the rotation on the next day | Yes. | Samuel. | Fixing |
| 5. | Stack failure, when the buyer buy the mask after a while | Yes | Roland | Fixing. |
| 6. | Masks bought during gameplay are not reflected in endofdayState | Yes |  | Unresolved |
| 7. | Cannot move camera when paused during game | Yes |  | Unresolved |
| 8. | When a shop is selected in BuyMask state, it stay selected in Gameplay State | Yes. | Wei qi | Fixed. |
| 9. | The words won’t appear when the mouse move over to the back and reset button in start of the day state | Yes. |  |  |
| 10. | Masks bought during gameplay does not minus current money. | Yes. | Wei qi | Fixed. |