# Playtesting Feedback V1.7.0.

On playing the latest build of the game I encounter a game breaking bug that stops Player 1 from participating in the game entirely. When it is Player 1’s turn, the timer bar resets each time they tap to fire. This stops the player from progressing but allowing the timer bar to run out and pass to player two the game proceeds as normal until Player 1’s turn again.

I also found when playing as Player 2 the power ups were affecting the PC randomly without any notification that I had received them. Although not game breaking this does affect balancing of the overall game but could be caused by the previous bug.

The presence of these bugs have impeded the playtesting feedback and will need to be resolved before playtesting can resume.