Beta **Bug List**

**Bug # (***Unique Identifying Number***)**:

**Member:**

Vince

**Summary:**

**BattleScene:**

No Screen update between player’s last party member and enemy turn. The last party member will chose ability and target, the toast will display, then all enemy abilities will go through and the toast will appear but the screen won’t update health until all enemies turn’s are finished and then it is back to the player turn.

**Priority:**

Sever

**Status:**

Fixed

Beta **Bug List**

**Bug # (***Unique Identifying Number***)**:

**Member:**

Vince

**Summary:**

**BattleScene:**

Enemies aren’t doing damage to player in the battle. Either the damage is not being set correctly in abilityData or their actual damage is just being set to 0

**Priority:**

Severe

**Status:**

Fixed

Beta **Bug List**

**Bug # (***Unique Identifying Number***)**:

**Member:**

Vince

**Summary:**

**BattleScene:**

Abilities will drain player’s resource on button click, instead of when the ability is used on an enemy. Ex: Warrior is current selection, in ability menu you click execute, you’re resource is now 0, you decide to use lunge instead, click on lunge, displays you have insufficient resources.

**Priority:**

Sever

**Status:**

Fixed

Beta **Bug List**

**Bug # (***Unique Identifying Number***)**:

**Member:**

Vince

**Summary:**

**BattleScene:**

Target arrows don’t refresh when you select a different ability. Ex: Cleric is focused party member, pick life siphon, Enemy selection arrows are now visible, click on mend, selection arrows now appear near party members(assuming they aren’t at full health), now there are selection arrows pointing at both your party and enemy.

**Priority:**

Moderate

**Status:**

Fixed

Beta **Bug List**

**Bug # (***Unique Identifying Number***)**:

**Member:**

Vince

**Summary:**

**BattleScene:**

The focused player is not getting set properly when the turn rotation goes from the enemy to the player turn

**Priority:**

Moderate

**Status:**

Fixed

Beta **Bug List**

**Bug # (***Unique Identifying Number***)**:

**Member:**

Vince

**Summary:**

**BattleScene:**

The string to display the current character, their ability, and who they used their ability on is outputting the wrong text on the first character whenever the turn changes

**Priority:**

Moderate

**Status:**

Fixed