Beta **Bug List**

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

**Member:**

Derek, Josh

**Summary:**

Provide a brief description of the problem and its location.

Player doesn’t take damage from enemy during second and third turns sometimes.

**Priority:**

How severe is the problem? Does the game shut down or does your character get stuck in a wall?

Moderate

**Status:**

For tracking purposes; is the bug Open, Verified, Fixed, Cannot Fix, etc.

Open