**ISSUE TRACKER**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **S.N.** | **Issue** | **Finder** | **Type** | **Status [Open/Closed]** |
| 1. | No options available to choose between two paths of tile | Bhuwan | Missing | **Closed** |
| 2. | Character class does not have any way to set max health to a different number from 10. | Christopher | Missing | **Closed** |
| 3 | CharacterSelection is poorly named. Reading the filename brings to mind a character selection menu, not selecting a character to move. | Christopher | Open | **Closed** |
| 4 | TileTransitionRoutine should be broken into a function to move, and a function to move to a fixed location. | Christopher | Extra | **Closed** |
| 5 | As discussed in class, a character should have an attribute to save which player they belong to, to better enforce 1:3 cardinality. | Christopher | Missing | **Closed** |
| 6 | The UI should display max HP at all times. Only displaying current hp when (current hp < max HP) is a good idea though. [related to issue 2] | Christopher | Missing | **Closed** |
| 7 | When I landed on and killed an AI character, I did not get an extra turn as intended. | Christopher | Missing | **Closed** |
| 8 | Few tiles right after the checkpoint should have higher weight to support tile checkpoint move | Bhuwan | Extra | **Closed** |
| 9 | Detour at tile 54 takes the character to 53 | Bhuwan | Missing | **Closed** |
| 10 | Damage sound plays at the same time with dice roll sound of computer turn. | Anil | Missing | **Closed** |
| 11 | AI can’t do path selection at tile 46. | Christopher | Major | **Closed** |
| 12 | The interface shows incorrect tile end locations on the split if you choose the left path when it rejoins. | Christopher | Minor | **Closed** |
| 13 | AI doesn’t correctly make a decision about the right side path, or the path after the split rejoins. | Christopher | Minor | **Closed** |
| 14 | Music does not loop | Bhuwan | Major | **Closed** |
| 15 | AI uses both the event cards at the very beginning | Bhuwan | Minor | **Closed** |