**ISSUE TRACKER**

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| **S.N.** | **Issue** | **Finder** | **Type** | **Status [Open/Closed]** |
| 1. | No options available to choose between two paths of tile | Bhuwan | Missing | Open |
| 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 | Open |
| 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 | Open |
| 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 | Open |
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