This document is a collection of bug reports that I discovered and documented while analyzing game products, specifically Baldur's Gate 3. The goal is to demonstrate a systematic approach to testing, attention to detail, and the ability to create clear, reproducible bugs.

Each bug is documented according to the principles accepted in tracking systems - I relied on the Jira report format - and includes a brief description, reproduction steps, expected and actual behavior, and possible workarounds.

All these bugs were found by me while playing on patch #6 back in early 2025. As of today, they can be fixed. However, I will give 3 examples for demonstration purposes.

1. Character freezes in animation.

Type: Bug

Priority: -

Game: Baldur's Gate 3

Version: 4.1.1.4494476 from 20.01.2025

OS/Platform: Windows 11/Steam

Component: Animations/Movement

Short description: Characters remain in the climbing animation after simultaneously pushing off from the ladder.

Description: If two characters interact with the ladder at the same time and, while the climbing animation is playing, push them with any object - a grenade, a pull spell, or a push spell - both characters will fall, but their state will not change, and they will remain in the climbing animation. Further interaction with them will not produce any results. Both characters will fall, but their status will not change, and they will remain in the climbing animation. Further interaction with them will not produce any results; both will remain "stuck" in one place and continue to "climb." To fix this, you need to load the last save.

Steps to reproduce:

1. Enter the game and load the save file.

2. Have character A interacts with the ladder.

3. Have character B also started interacting with the ladder.

4. Make sure both characters are on the ladder.

5. Throw a grenade at them or repel them with a spell.

6. Observe the result.

Expected result: the character fell, the animation stopped, he got up and returned to normal. You can continue to interact with him as usual.

Actual result: the character "freezes" in one animation and does not respond to interaction with him.

Attaching an image to the file:

Bug 1.

2. Disappearance of level textures after cutscene.

Type: Bug

Priority: -

Game: Baldur's Gate 3

Version: 4.1.1.4763283 from 04.02.2025

OS/Platform: Windows 11/Steam

Component: Visual bug/Asset loading

Brief description: After exiting the cutscene, the environmental textures disappear.

Description: At the end of the quest in the Temple of Shar, players must stand on an elevator platform. After interacting with the platform and starting it, a cutscene is triggered. After the cutscene ends, all environmental textures disappear, leaving only placeholder textures and backdrops. This can be fixed by reloading the save.

Steps to reproduce:

1. Enter the game and load the save file.

2. Have the entire group stand on the elevator.

3. Interact with the elevator by pressing the "E" key or clicking on it with the left mouse button.

4. Watch the cutscene and/or select dialogue options in it.

5. Finish the cutscene and observe the result.

Expected result: after exiting the cutscene, the group is on the platform and moves to the lower floors of the Temple to continue the quest.

Actual result: the characters move further on the platform, but the textures of the Temple itself and the surroundings are no longer there.

Attaching an image to the file:

Bug 2.

3.   Character hair disappears from the model in the inventory.

Type: Bug

Priority: -

Game: Baldur's Gate 3

Version: 4.1.1.4763283 from 07.02.2025

OS/Platform: Windows 11/Steam

Component: Visual bug/ Asset loading

Brief description: When wearing a helmet and switching its display mode, the character's hair disappears on the miniature in the inventory.

Description: If you put on one specific helmet (the bug did not occur with others) and select the option "Do not display helmet in dialogues," then when you re-enter the inventory, you will see that the hair on the character's thumbnail is not displayed. The bug also appeared in the co-op lobby - the textures were not displayed for other players either.
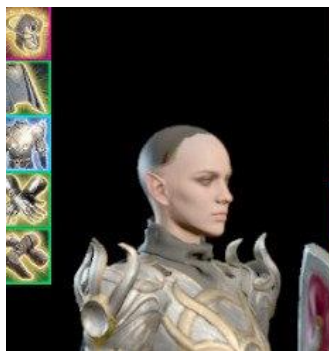
Steps to reproduce:

1. Go to the inventory.

2. Put the Justiciar's Helm on the character.

3. Select the "Do not show in dialogues" helmet display type in the inventory.

4. Exit the inventory.

5. Go to the inventory.

6. Observe the result.

Expected result: The character's thumbnail is displayed correctly with full armor.

Actual result: The character has no helmet or hair on their head.

Attaching an image to the file:

Bug 3.