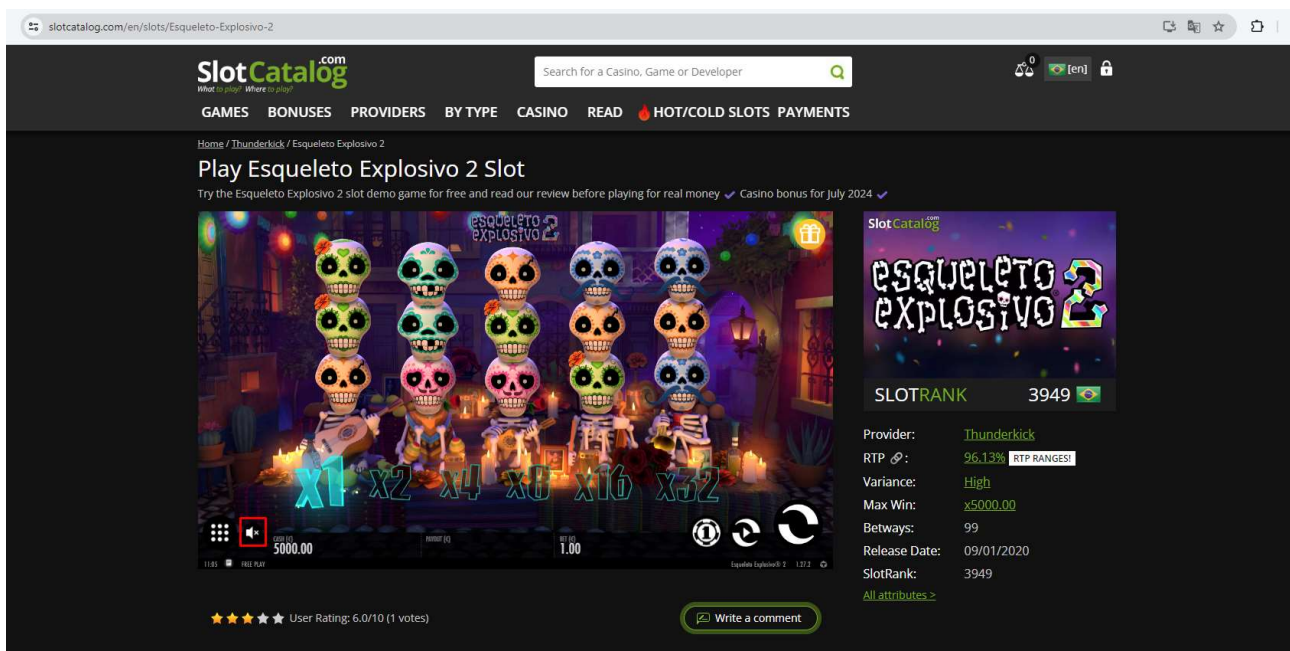


Bug Report: Sound Volume Control Malfunction

Description: The scenario below exhibits strange behavior because it is impossible to adjust the sound volume and after the adjust the sound continuous.

Scenario: Player Mutes the Sound Volume

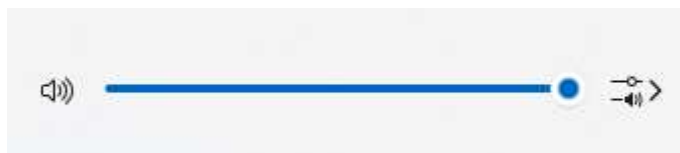
- **Given** that the player is on the game interface
- **When** they adjust the volume control
- **Then** the game sound volume should change according to the selected setting



Possible Adjustment for this Scenario:

To improve clarity, align the in-game volume control with the design used by Windows or other software.

1. **Make the volume control bar visually consistent** with those in Windows or other software.



2. **Display a mute icon** (an "x" over a sound symbol) to indicate when the sound is muted.

This will help prevent confusion for players, as the controls will be consistent with the volume adjustment interfaces in other programs.

