



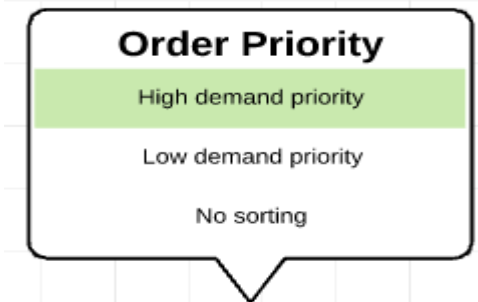
## Bug report #1

<b>Project</b>	Hemp inc
<b>Author</b>	Andrii Mikheiev
<b>Summary</b>	Frame of picture is blue instead of yellow in Linking Warehouse button
<b>Type</b>	Visual
<b>Priority</b>	Trivial
<b>Preconditions</b>	<ol style="list-style-type: none"><li>1. Reach a level when you have bought Warehouse and linked it to Growhouse.</li></ol>
<b>Steps</b>	<ol style="list-style-type: none"><li>1. Launch app "Hemp inc"</li><li>2. Go to Grow House</li><li>3. Tap Linking Warehouse button (top left position in Grow House interior).</li></ol>
<b>Actual result</b>	There is a window with an image of a linked Warehouse with a blue frame.
<b>Expected result</b>	There is a window with an image of a linked Warehouse with a yellow frame.
<b>Attachments</b>	


## Bug report #2

<b>Project</b>	Hemp inc
<b>Author</b>	Andrii Mikheiev
<b>Summary</b>	Absence of visualization of sorting in Warehouse
<b>Type</b>	Visual
<b>Priority</b>	Trivial
<b>Preconditions</b>	<ol style="list-style-type: none"><li>1. Buy Warehouse and link it to Growhouse.</li><li>2. Hire at least one staff member for Warehouse.</li></ol>
<b>Steps</b>	<ol style="list-style-type: none"><li>1. Launch app "Hemp inc"</li><li>2. Make sure there are several jars and at least one staff member in Warehouse</li><li>3. Change sorting process with "Order Priority popup"</li></ol>
<b>Actual result</b>	There is no animation among staff members, they are just standing.
<b>Expected result</b>	Sorting process is visualized through animation, staff members are carrying jars from one place to another.

### Bug report #3

<b>Project</b>	Hemp inc
<b>Author</b>	Andrii Mikheiev
<b>Summary</b>	Order priority Warehouse bug
<b>Type</b>	Functional
<b>Priority</b>	Major
<b>Preconditions</b>	1. Reach a level when you have bought Warehouse and linked it to Shop through conveyor.
<b>Steps</b>	1. Launch app "Hemp inc" 2. Go to Warehouse 3. Tap on the "Order priority" button that is under the conveyor.
<b>Actual result</b>	<p>Popup with two options you can choose from: "High demand" and "No sorting"</p> 
<b>Expected result</b>	<p>Popup with three options to choose from: "High demand priority", "Low demand priority" and "No sorting".</p> 

## Bug report #4

<b>Project</b>	Hemp inc
<b>Author</b>	Andrii Mikheiev
<b>Summary</b>	User experience becomes minus
<b>Type</b>	Functional
<b>Priority</b>	Major
<b>Preconditions</b>	1. Reach level when you have Warehouse and Shop
<b>Steps</b>	<ol style="list-style-type: none"><li>1. Launch Hemp inc</li><li>2. Start playing</li><li>3. Check your experience level on the top of the screen</li></ol>
<b>Actual result</b>	Experience level has negative number
<b>Expected result</b>	Experience level has positive number
<b>Repro rate</b>	5-10 %
<b>Attachments</b>	 A screenshot of the Hemp inc game interface. At the top center, a blue star icon displays the number '14'. To its right, a black bar shows the experience level as '-7195/15930'. In the top left corner, the player's money is shown as '\$11,037'. The game area features a warehouse with shelves holding various jars labeled with numbers like 710, 470, 870, and 170. There are also plants in pots, a red fire extinguisher, and a yellow star icon with 'XP' text. The bottom of the screen has a navigation bar with icons for a clipboard, a location pin, a trash can, and a menu.

## Bug report #5

<b>Project</b>	Hemp inc
<b>Author</b>	Andrii Mikheiev
<b>Summary</b>	Absence of counter in Grow House
<b>Type</b>	Functional
<b>Priority</b>	Major
<b>Steps</b>	<ol style="list-style-type: none"><li>1. Launch Hemp inc</li><li>2. Go to the Grow House</li><li>3. Plant and grow some weed so that you have a full jar on the shelf</li><li>4. Try to deliver the jar to Warehouse</li></ol>
<b>Actual result</b>	There is no counter where you can set delivery delay
<b>Expected result</b>	Ability to set the delay with the counter
<b>Attachments</b>	<p>Should be something like this according to GDD</p> 