Bug report #1

Project	Hemp inc
Author	Andrii Mikheiev
Summary	Frame of picture is blue instead of yellow in Linking Warehouse button
Type	Visual
Priority	Trivial
Preconditions	1. Reach a level when you have bought Warehouse and linked it to Growhouse.
Steps	1. Launch app "Hemp inc" 2. Go to Grow House 3. Tap Linking Warehouse button (top left position in Grow House interior).
Actual result	There is a window with an image of a linked Warehouse with a blue frame.
Expected result	There is a window with an image of a linked Warehouse with a yellow frame.
Attachments	

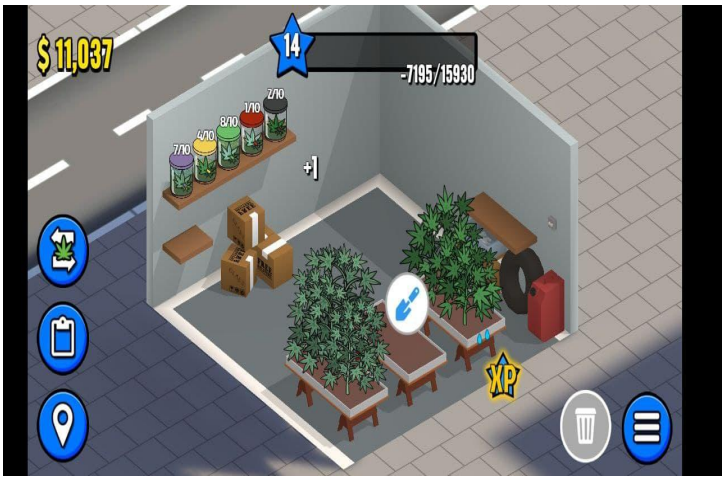
Bug report #2

Project	Hemp inc
Author	Andrii Mikheiev
Summary	Absence of visualization of sorting in Warehouse
Type	Visual
Priority	Trivial
Preconditions	1. Buy Warehouse and link it to Growhouse. 2. Hire at least one staff member for Warehouse.
Steps	1. Launch app "Hemp inc" 2. Make sure there are several jars and at least one staff member in Warehouse 3. Change sorting process with "Order Priority popup"
Actual result	There is no animation among staff members, they are just standing.
Expected result	Sorting process is visualized through animation, staff members are carrying jars from one place to another.

Bug report #3

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

Bug report #4

Project	Hemp inc
Author	Andrii Mikheiev
Summary	User experience becomes minus
Type	Functional
Priority	Major
Preconditions	1. Reach level when you have Warehouse and Shop
Steps	1. Launch Hemp inc 2. Start playing 3. Check your experience level on the top of the screen
Actual result	Experience level has negative number
Expected result	Experience level has positive number
Repro rate	5-10 %
Attachments	

Bug report #5

Project	Hemp inc
Author	Andrii Mikheiev
Summary	Absence of counter in Grow House
Type	Functional
Priority	Major
Steps	1. Launch Hemp inc 2. Go to the Grow House 3. Plant and grow some weed so that you have a full jar on the shelf 4. Try to deliver the jar to Warehouse
Actual result	There is no counter where you can set delivery delay
Expected result	Ability to set the delay with the counter
Attachments	Should be something like this according to GDD