Stebs Comments:

1. Running the game the first 2-3 times, clicking the play button seems to be non-functional for 10-20 seconds. I assume this is a loading issue.
2. Sound…. Took me a while to realize that Unity Audio was disabled in project settings… might want to re-enable for playtesters.
3. Dialog box still can time out and cause player inability to move. It may not even be a timeout, as on 2nd playthrough the final dialog with Father simply disappeared. Also happening with Kujo. AIso happened after losing my arm and discussing revenge with Umami. am running through Chrome on Windows 10 if that helps.
4. Dropping items vs keeping items (is this a known benefit/consequence to the player?)
5. How to use items? (I receive a sake bottle and encounter a person who may want to take it… can I give it to him? Clicking on it in my inventory seems to only drop it)
6. Ultimately, after trying to naturally play the game 5-10 times (meaning without looking under the hood at the code or searching for storylines on Trello, as if I’m simply someone purchasing the game), I am still at a loss for what I am supposed to be doing and how to do it.

Cass Bugs:

It was hard to talk with the villagers in the opening segment since he would walk and it would close the conversation window.  
Even without speaking with Mushashi, your father's dialogue defaults to you losing the fight.  
There are a couple trees in the top right section of the map that are on the wrong layer and the player is walking below the tree roots.  
I don't know why, but I kept defaulting to hitting Tab to open the inventory.  
If you drop the key (on the grave) when picking up the blade fragment, there is no icon of a key that appears on the ground.  
(Taking the Ronin path)  
In the forest clearing in the top right, the player can walk on top of the trees.  
The player clips through the doorway to the temple in the forest  
After taking the Ronin path, if you go to the temple and speak with the guy on the right, there is a button that says "Speak", but no dialogue appears.  
There is no collision on the blue lanterns outside the temple (not sure if by design, but thought I'd mention)  
Taking the Ronin path, I picked up the monk robes in the temple. Upon reaching the stronghold guards, I was given the option of "Do nothing" or "Fight". I'm sure that was a Ronin path choice, but I was expecting there to be a peaceful option since I was wearing Monk robes (I am a cool Combat Score 26 Monk though :stuck_out_tongue: )  
Entering the stronghold, I went south east and found the Old Tachi (Clone) [the Clone tells me that is a Unity naming thing], picking it up, my combat score dropped from 26 to 21. Going back to my original blade, I went from 21 to 16. Maybe there was an extra 10 added in the score somewhere?  
The person I fight just inside the stronghold (red pants, white/red shirt) - he begins following me. I can amusedly push him through walls, barriers, doors, and barrels.  
(Sake cup and bottle route) - It feels that conversation is a bit short. He seems to jump very quickly from "You come into my house!" to "Your plea has moved my heart" in 2-3 messages.  
The animation is very smooth after the Daimyo conversation to placing the flowers on the grave (worth noting, the sword blade jumped back to being on top of the grave even though I swapped it in a different scene).  
 In the village scene part 2, the 'Open Inventory' button is not available (not sure if by design or not).  
I seem to have gotten stuck between two NPCs which soft locked it.

New playthrough -  
On the path to the temple - you can walk on top of the trees and the statues  
On the second playthrough in the temple spawned the monk robes and the farmers clothes (clone) I had discarded there in my second play through  
The broken haniwa also was in the position I discarded it from the first playthrough.  
Each time you put an item down and pick it up, it adds a (Clone) to the end of the name. Currently my monk robes are Monk Robes (Clone)(Clone)(Clone)  
Without picking the Monk or Ronin path, but wearing the monk robes, you can be granted entry to the Daimyo  
I repaired the hand and received the Acala's Charm which gives me a Combat Score of 100, but currently my combat score only shows 11 (which was lower than the 20 I had before repairing it. If I drop it, my combat score decreases by 1.  
The statue teleported from the left barracks to the Daimyo's barracks.  
There is no item description for Acala's Charm.  
Building on that - if I drop my +10 weapon  (Naginata), it only gives me +1 when I pick it back up.  
The tanto blade appeared in the same spot I dropped it in the first playthrough. Picking it up did not change my combat score (should be +4)  
The name of the item is the "Blooded Tanto" which I think should be Bloody?  
(Taking samurai path) My combat score did not change (i think it had something to do with Acala's Charm.  
I lost my arm in combat to Shigenari when I would think a +10 weapon, and samurai training would be enough.  
After picking the samurai path, I was able to navigate back to the temple and choose the monk path as well (I received two different 'time passes' messages)  
Going back to the guards, I was given the message of "Welcome to the stronghold as a monk" (not cutscene this time for entering the stronghold)  
My combat score is now 5. With a plus 10 weapon (naginata), monk robes, sakura blossom, samurai training, 1 arm, and monk training.  
Standing next to the sake cup, I try to pick it up, but it alternates between the tanto blade and Sakura Blossom.  
If you pick up the item enough, the item name will shrink so small you can't read it (the Sakura Blossom has 7 (Clones) behind it.  
I figured out the sake cup/bloody tanto issue - there was a clone left there. I picked it up and placed it next to the one that spawned in from this play through, the clone looks much smaller (about half the size).  
With my dual career path - the Daimyo is treating me as a samurai while his body guard told me "Hold Monk, state your business"  
I accused Shigeie of murder without holding either piece of the tanto blade (i think i picked up and put down both pieces several times) and the Daimyo took my word for it denouncing Shigeie.  
I still like the pathfinding cutscene in the Peaceful village.  
With the villager walking around, I was unable to close the conversation window since he walked out of the conversation window and it soft locked me.

New Playthrough -  
I went to grab the key behind the initial house, but it wasn't there (it must have moved from a previous playthrough?)  
I joined the monks this time around (there are still farmers clothes in the temple from a previous playthrough)  
I took the monk robes off in front of the guards to the stronghold and they would not let me through :slightly_smiling_face:  
I don't know where the blue statue went that I put the hand on - it was not in the left barrack nor in the barrack with the Daimyo.  
The cup and tanto fragment are still on the ground where I left them in the last playthrough.  
As a monk, I went to the Daimyo, I was given 2 options - ??? and I have a warning. I pressed ??? and it launched me into the destroyed village scene.  
Nice particle systems!  
The torii is destroyed but I can still walk through it in the destroyed village.  
In the destroyed village as the monk, if you talk to the Daimyo, his speech bubble says "0" and "0","1" and "1", "2" and "2", "3" and "3"  
Talking to the two people I got stuck on in my first playthrough, I get "4"  
Talking to the Daimyo again, I get "5"  
I feel like I have talked to everyone and I'm not quite sure how to proceed.

Takeaways:

* ~~Locking movement is causing problems~~
* ~~Need FTUE~~
* ~~Some conversations are not functioning correctly~~
* ~~Need to wipe saves on new playthroughs~~
* ~~Need to make sure paths are exclusive~~
* ~~State tracker~~
* ~~Make locking for decision display~~
* Test ronin + Samurai + combat score
* ~~Add in epilogue to both destroyed and pristine~~
* ~~Add in missing dialogue~~
* ~~Fix forest -> village spawning~~
* ~~Add dialogue to Shigeie destroyed village~~
* ~~Dead daimyio sprite~~
* ~~Dead shigeie sprite~~
* Double check all names (Sasaki for example is wrong)
* Testing final scene
* Items that can spawn in multiple scenes??