

Muchacho Bean - Report of Bugs

Title: It's possible to close the Loot screen without clicking on the 'check' button

Version: 0.2.5

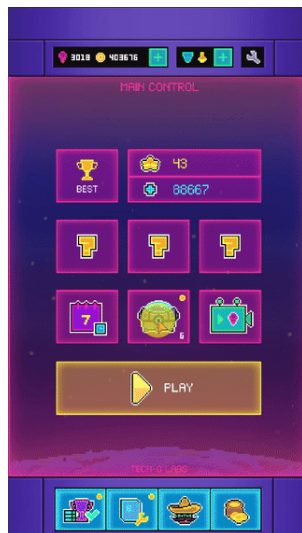
Priority: Medium

Description: Clicking on any area of the LOOT screen will collect the loot. See the gif attached.

Steps:

- Open the Muchacho Bean game;
- click on the 5th button;
- wait to load the loot screen;
- click anywhere on the screen;
- observe the loot screen is closed. (**BUG**)

Expected: It should only be possible to close the LOOT screen by clicking the button with the check symbol inside it.



Evidence:

Title: It's possible to open another menu behind the opened menu

Version: 0.2.5

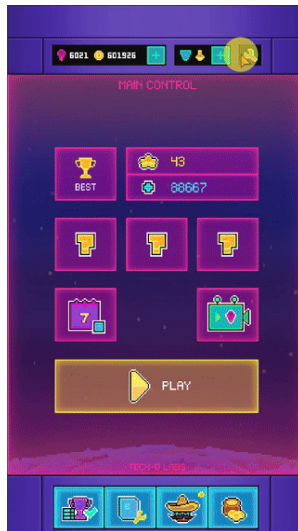
Priority: Medium

Description: When you have the settings menu open, you can open the 'Coin and Gem Store' purchase menu and also the 'One Time Use' menu behind.

Steps:

- Open the Muchacho Bean game;
- open the settings menu by clicking on the screwdriver button;
- click on the 'Coin and Gem Store' button;
- click on the 'X' button to leave the settings menu;
- Notice the Coin and Gem Store menu is displayed to the player. (**BUG**)

Expected: It should not be possible to open a menu behind a menu that is already open.



Evidence:

Title: Menu 'Skin and Pickaxes' loads in the middle of items

Version: 0.2.5

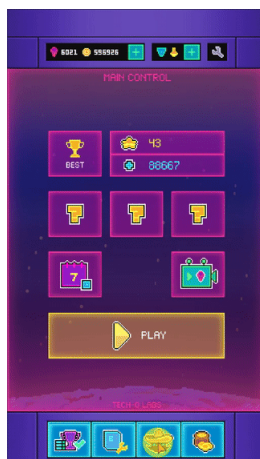
Priority: Medium

Description: When opening the 'Skins and Pickaxes' menu again, the menu is shown loading the items in the last place the player had moved.

Steps:

- Open the Muchacho Bean game;
- click on the 4th button at the bottom of the screen (bean with hat icon);
- click on the 2nd button at the bottom of the screen (hat icon);
- scroll down the page;
- click on 'X' button
- click again on the 4th button at the bottom of the screen (bean with hat icon);
- observe the screen is loaded with the last position the player had moved. **(BUG)**

Expected: Whenever the player enters the 'Skin and Pickaxes' screen, the items must be shown to the player at the beginning.



Evidence:

Title: Language menu is missing background and buttons;

Version: 0.2.5

Priority: High

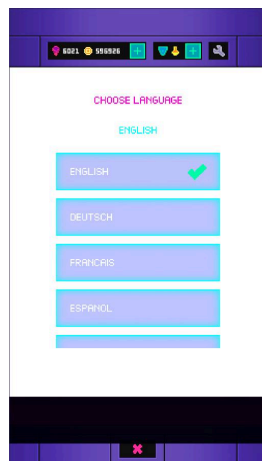
Description: The language screen is missing background and when the player selects another language no confirmation button is shown and the game is not changed to the chosen language.

Steps:

- Open the Muchacho Bean game;
- open the settings menu by clicking on the screwdriver button;
- scroll down and open the LANGUAGE button;
- Observe the background is missing and it's not possible to change to another language.

(BUG)

Expected: The background must be displayed correctly and it must be possible to choose another language as shown in the options.



Evidence:

Improvement Ideas:

- One point of improvement could be the font, changing it to a slightly thicker font to make it easier to read, aiming for accessibility for people who may have some visual difficulties.
- In the same line of thought, I believe that the menu titles could have a different color from the main color of the buttons to also help with reading.
- It could be a few milliseconds faster for the 'retry' button to appear when the player cannot pass the level.
- There could be more visibility into the number of shots the player has available, making this information larger on the screen and gaining more prominence than the type of weapon the player currently has.

Strengths:

- I really liked the option for the player to be able to change the background music whenever he wants to have variety.
 - It is very positive to have several languages so that the player feels more familiar.
 - It has a wide variety of achievements and skins for the character and weapon, as well as all the power-ups that he can acquire so that his gameplay doesn't get tiring, this is a big positive point.
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