

## Bug Summary

### Enemy Does Not Take Damage When Hit by Player Attack

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#### Environment

- **Platform:** PC (Windows)
  - **Build:** Playtest Build (G.Round)
  - **Input:** Keyboard & Mouse
  - **Game Mode:** Live Gameplay / Combat Encounter
  - **Engine:** Not Disclosed (Playtest)
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#### Description

During a combat encounter, an enemy did not receive damage when hit by the player. The issue occurred once during extended playtesting and could not be consistently reproduced. Despite visible hit contact and attack animations, the enemy's health did not decrease, preventing the enemy from being defeated.

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#### Steps to Reproduce

1. Launch the game from the playtest platform
  2. Start or load into an active gameplay session
  3. Locate an enemy NPC
  4. Perform a standard player attack
  5. Observe the enemy's health and reaction
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## Expected Result

- Enemy health decreases when successfully hit
  - Enemy reacts to damage (hit animation, stagger, or feedback)
  - Enemy can be defeated once health reaches zero
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## Actual Result

- Enemy health remains unchanged
  - No damage reaction occurs
  - Enemy cannot be defeated
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## Severity

- High

## Priority

- Medium

## Reproducibility

- **Rare / Intermittent** (Occurred once during extended playtesting)

## Notes:

The issue could not be reproduced after restarting the gameplay session. Video evidence was captured during the occurrence.