

## the woods

### to do:

- edit story pages
- qa testing
- add meta data (<http://info.tmrdirect.com/bid/105994/How-To-Change-Facebook-Link-Thumbnail-and-Description>)

### bugs/issues:

- axe still disappearing from inventory on some gameOver pages (after encountering the mysterious stranger)
- killed by zombies if you “cower in fear” even if you have the amulet (bug?)
- character images become pixelated on smaller screens (should maybe use svg format instead of png)
- inconsistent grammar on random zombie attack pages