**report v0.01**

**10/28/2024**

**Bugs/Issues**

=Gameplay

+ Explore mode

* After init group members go away for some reason
* Sprinting on shift makes mob sprinting as well
* Inventory/questmenu after scroll when item is chosen gets broken
* Inventory/questmenu after scroll the item frame stays visible
* After moving to another map dead group members move as well
* Need to resolve collisionboxes showing on debug mode
* Need to resolve red skin entities on debug mode

+Explore-to-Battle

* When starting battle and at the same time group member is moving then he is bugged

+Battle mode

* Need to resolve enemy multiple attack turns in the row

=UI/UX

+Battle mode

* Design a better UI for battle mode, add some glowing effects for action choice

=Dev only

**Urgencies/Next Steps**

=Gameplay

+ Explore mode

* Add a bonfire with save function for now
* Add a sample inner building functionality (a building can be entered from outside but its inner interior can be described as an additional map with black tiles on the background etc)
* Add a sample vertical simulation (some ladders or stairs, most likely stairs)
* Add non humanoid live entity, add few more non-human mobs
* Implement primary quest SEE-TAKE-COMPLETE-REWARD-FAIL-RESTART functionality

+Explore-to-Battle

* When starting battle and at the same time group member is moving then he is bugged

+Battle mode

* Need to resolve enemy multiple attack turns in the row

=UI/UX

+Battle mode

* Add a load screen on main game menu with choice of save slots to load

=Dev only

+Console

* Add help command and string output guide for devs on game init so that they know how to use console