**Change Format**

**Number:**

**Date:**

**Files:**

**Description:**

# Bug Fixes // TODO:

# Changes

**Number:** 1

**Date:** 8-9-2021

**Files:** GameWindow, StaticWeaponWindow

**Description:** changed actions of static weapon to not increase a individuals spent phase AP above their max AP. Changed next action button to not increment spent phase ap above the individuals max ap. For visual purposes.

**Number:** 2

**Date:** 8-9-2021

**Files:** OpenUnit

**Description:** increased usability of next button. When hitting next unit, closes active trooper. Will open next valid trooper, ignoring invalid troopers. If no valid troopers, opens no one.