

Bug ID	Title	System	Build	Platform	Session ID	Charter ID	Steps to Repro	Expected	Actual	Severity	Repro Rate	Evidence Link	Status	Notes	Created
C01-01	[PC][Combat][Enemy AI] Enemy enters non-responsive state after Fire Explosive interaction	Enemy AI / Combat State / Health State	Demo v1.0.103	PC (Windows 11)	S01	C01	<ol style="list-style-type: none"> 1. Start the tutorial. 2. Progress to the Fire Explosive introduction section. 3. Pick up the Fire Explosive item. 4. Throw the explosive at the group of three enemies. 5. Observe enemy behaviour after the explosion. 6. Attempt to attack the surviving enemy with the player weapon. 	Enemy should react to damage normally, maintain valid combat behaviour, and die once health is depleted.	One enemy survived the explosion and entered a non-responsive state. The enemy stood stationary with its back facing the player and did not react to attacks or attempt combat behaviour. The enemy health bar decreased when attacked, but reset back to full before depletion instead of allowing the enemy to die.	High	2/2 with explosive interaction 0/1 without explosive	Clip: Non-responsive enemy after explosive damage	New	Issue reproduced twice when using the Fire Explosive during the tutorial enemy encounter. Control testing without explosive usage resulted in normal enemy behaviour and successful enemy death, suggesting the issue is specifically tied to the Fire Explosive interaction or resulting combat state transition.	08/05/2026
C01-02	[PC][Enemy AI][Detection] Patrolling enemy fails to detect player until physical path obstruction occurs	Enemy AI / Detection / Patrol Behaviour	Demo v1.0.103	PC (Windows 11)	S01	C01	<ol style="list-style-type: none"> 1. Complete the tutorial and enter the first gameplay area afterward. 2. Locate the patrolling enemy near the Goat Head and ritual instruction items. 3. Stand and move normally within visible proximity of the enemy during patrol behaviour. 4. Allow the enemy to walk past the player multiple times. 5. Move into the enemy patrol route and physically block the path. 6. Observe enemy activation behaviour. 	Patrolling enemy should detect and react to the player when the player is clearly visible within close proximity.	The enemy repeatedly patrolled past the player at close range without reacting or entering combat behaviour. The enemy only detected and activated once the player physically blocked the patrol path.	Medium	1/1 observed	Clip: Patrolling enemy ignores player until path blocked	New	Enemy perception did not appear to trigger during normal patrol movement despite open line of sight and close player proximity. Detection only occurred once collision/path obstruction interrupted the patrol route.	08/05/2026
C01-03	[PC][Enemy AI][Detection] Enemy fails to reacquire player at melee range after returning to patrol state	Enemy AI / Detection / Aggro State Transition	Demo v1.0.103	PC (Windows 11)	S01	C01	<ol style="list-style-type: none"> 1. Complete the tutorial and enter the first gameplay area afterward. 2. Locate an enemy in the Cathedral Ruins area near the rubble and small wall structures. 3. Aggro the enemy and allow it to pursue the player. 3. Move around nearby rubble and walls while maintaining enemy pursuit. 4. Briefly break line of sight using a small wall. 5. Allow the enemy to return to patrol behaviour. 6. Stand still in open line of sight at close range while the enemy patrols nearby. 7. Observe enemy detection behaviour as the enemy approaches the player. 	Enemy should reacquire and react to the player when the player is visible at close range after returning to patrol behaviour.	After briefly losing line of sight and returning to patrol behaviour, the enemy failed to reacquire the player despite open visibility and melee range proximity. The enemy walked directly past the stationary player without reacting and continued normal patrol behaviour.	Medium	1/1 observed	Clip: Enemy fails to reacquire player after patrol reset	New	Enemy initially detected and attacked the player normally. After line of sight was briefly interrupted by environmental cover, the enemy returned to patrol state and later failed to detect the player despite open line of sight and melee-range proximity.	08/05/2026
C03-01	[PC][Save System][UX] Save and Quit flow does not communicate respawn location after reload	Save System / Progression Flow / UX	Demo v1.0.103	PC (Windows 11)	S03	C03	<ol style="list-style-type: none"> 1. Progress through the tutorial and enter the first gameplay area. 2. Explore the area, defeat enemies, and collect loot/items. 3. Open the menu and select "Save and Quit." 4. Return to the main menu and select "Continue." 5. Observe player spawn location and progression state after loading. 	The save/load flow should clearly communicate where the player will resume after reloading, especially when progression and world-state persistence are retained.	After selecting "Continue," the player respawned in the lobby/shop area instead of the location where the save occurred. Enemy deaths, loot, and progression remained persisted correctly, requiring the player to manually travel back through the cleared first gameplay area to resume exploration. Due to the absence of a map or waypoint system, returning to the previous gameplay location created navigation friction and uncertainty around where progress had last occurred.	Medium	1/1 observed	Clip: Save and Quit reload flow returns player to lobby area	New	The issue appears to be related to save-flow communication and progression clarity rather than failed persistence. World-state progression, enemy deaths, and collected items persisted correctly after reload.	08/05/2026