

Bug ID	Title	System	Build	Platform	Session ID	Charter ID	Steps to Repro	Expected	Actual	Severity	Repro Rate	Evidence Link	Status	Notes	Charter	Created
C03-01	First-time session does not initialise idle income and lacks core loop communication	Economy / Core Loop / Onboarding	Demo (Steam, compared with Itch)	PC (Windows 11)	S01	C03	<ol style="list-style-type: none"> 1. Launch the Steam demo for the first time 2. Progress through the initial NPC dialogue 3. Observe coin behaviour while idle 4. Interact with clickable elements and observe coin gain 5. Quit the game 6. Relaunch the Steam demo 7. Observe coin behaviour while idle 	Idle income behaviour should initialise consistently on first launch and be clearly communicated so the player understands how coins are generated and how to progress.	<p>On first launch of the Steam demo, coins start at 0 and do not increase while idle. Coin gain only occurs through manual interaction (e.g. clicking the waitress), with no indication this is intended.</p> <p>On subsequent launch, the game starts with accumulated coins and idle income begins increasing automatically. This behaviour differs from the first session and is not explained to the player.</p>	High	Unable to retest locally due to first-launch state not resetting (Steam retains session data)	Clip: First-run vs relaunch income behaviour	New	First-time player experience presents a different income behaviour compared to subsequent sessions. This creates confusion around how the core loop functions and whether idle progression exists.	Production Feedback & Readability	03/05/2026
C02-01	Rapid interactions cause delayed or missed UI input	UI / Interaction / Input handling	Demo (Steam)	PC (Windows 11)	S02	C02	<ol style="list-style-type: none"> 1. Launch the game 2. Quickly switch between interactable objects and continue clicking 3. Observe response to input 	UI should register all valid inputs consistently and respond without delay when interacting with different objects	During rapid switching between interactables, some inputs are delayed or not registered, resulting in inconsistent UI response	Medium	Consistent under rapid switching input	Clip: Rapid interaction input delay/missed clicks	New	UI input handling struggles under rapid interaction when switching between objects, leading to missed or delayed responses. This may impact responsiveness and player feedback during active play	Panel Interaction & State Sync	03/05/2026