

Bug ID	Title	System	Build	Platform	Session ID	Charter ID	Steps to Repro	Expected	Actual	Severity	Repro Rate	Evidence Link	Status	Notes	Charter	Created
C01-01	End-of-cycle screen input unresponsive and may return player to main menu	UI / Menu Navigation	Demo Hotfix v0.0.5	PC (Windows 11)	S002	C01	1. Play until end-of-cycle screen appears 2. Press ESC (no response) 3. Click multiple areas of the screen (background, arm, paper) 4. Continue clicking repeatedly	Clicking anywhere should consistently continue to the next cycle	ESC has no effect, mouse input is unresponsive or delayed, after repeated clicking, input eventually registers but returns player to main menu instead of continuing	High	1/1	Clip: End Cycle Input Issue	New	Instruction "Click anywhere to continue" is misleading, ESC unresponsive (0:02-0:03), repeated mouse input required (0:05-1:34), input finally registers (audio click at 0:34) but returns to main menu at 0:36 instead of continuing	C01	30/04/2026
C01-02	End-of-cycle screen can trigger unintended language menu and soft lock game	UI / Input Handling	Demo Hotfix v0.0.5	PC (Windows 11)	S004	C04	1. Play until end-of-cycle screen appears 2. Press ESC once 3. Click to continue on the paper 4. Continue clicking calmly	Input should respond consistently, no unrelated UI should appear, and the game should continue to the next cycle.	ESC and mouse input do not respond. An unexpected language selection menu appears. After additional input the menu disappears, but the game becomes unresponsive and requires closing via the Windows key.	High	1/1	Clip: Input Failure (End Cycle)	New	End-of-cycle input handling is unstable, triggering unintended UI and resulting in a soft lock that prevents progression.	C04	30/04/2026