

Bug ID	Title	System	Build	Platform	Session ID	Charter ID	Steps to Repro	Expected	Actual	Severity	Repro Rate	Evidence Link	Status	Notes	Charter	Created
S004_C01_B01	Spare Change ritual effect colour does not match UI colour coding	UI / Visual Feedback (Ritual Effects)	v0.11 DEMO	PC	S004	C01	<ol style="list-style-type: none"> <li>1. Start a run and unlock/select the Spare Change ritual</li> <li>2. Observe the ritual icon and colour in the UI (purple)</li> <li>3. Activate Spare Change during gameplay</li> <li>4. Observe the visual effects on the table</li> </ol>	Ritual effects visually match their UI colour coding for consistent identification during gameplay	Spare Change is purple in the UI but displays red electrical effects and a yellow explosion when activated	Low	100%	<a href="#">UI Purple with Red Lazor Ring</a> <a href="#">UI Purple with yellow explosion</a>	New	Rituals use consistent colour coding between UI and in-game effects (e.g. Tempest = blue, Sparks = yellow, Inferno = orange). Spare Change breaks this mapping. Inconsistent colour usage reduces the player's ability to quickly identify active effects during high system overlap	Validate that multiple active systems interact correctly without conflict, override, or unintended behaviour	26/04/2026