

Label	Value
QA Pass	How Many Dudes? - State Integrity, System Visibility & Player Feedback (Pre-Alpha Demo)
Test Intent	Short, dev-facing QA mini-pass focused on system behaviour, state integrity, and player-facing clarity to identify high-impact issues without full project coverage
Build	v0.1.41-rc.13
Environment	PC (Windows 11) - 1080p - Keyboard/Mouse
Networks	Standard home broadband (Wi-Fi)
Tools	OBS - Google Sheets - Steam
Test Focus	Run state transitions, system interaction visibility, shop/resource clarity, and player perception of progression
Headlines (Key Findings)	Inconsistent exit/abandon functionality across states Relic feedback is limited and not reliably observable Shop and resource systems are clear and stable Unit progression lacks visible differentiation
What's inside	1-Liner Summary - Charters - Session Notes - Bug Log - Risk Matrix
Evidence	Gameplay clips captured per session and linked within Bug Log entries
Approach	Short, charter-based exploratory testing focused on high-risk systems identified from current build behaviour. Testing targeted state transitions, system interactions, and player-facing clarity through controlled runs and repeat scenarios, with emphasis on reproducible, dev-relevant findings rather than full coverage.
Evidence tip	All bugs include reproducible steps and supporting video evidence.
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Area	1-Liner	Evidence
Run State / Transitions	Exit/abandon functionality is inconsistent across states, forcing external application closure	S01
Relics / System Interactions	Relic feedback is limited and inconsistent, preventing reliable verification of system behaviour	S02
Shop / Resource System	Shop behaviour and resource interactions are clear, consistent, and function as expected	S03
Unit Behaviour / Progression Feedback	Unit upgrades and relic effects lack visible differentiation, reducing clarity of progression impact	S04

Charter ID	Title	Goal	In-Scope	Out-of-Scope	Approach	Key Risks	Priority	Status	Session Linked	Notes
C01	Run State Integrity & Transition Stability	Ensure that run states remain stable across transitions such as abandoning, replaying, and progressing between rounds.	Round transitions, abandon/replay behaviour, relic stash interactions, state persistence across runs.	Full progression system or unlock balance.	Play through runs and intentionally interrupt expected flow by abandoning rounds, replaying, and switching states. Observe whether the game maintains consistent data and avoids crashes or corrupted states.	Crashes, lost progression, duplicated or missing items, inconsistent run states.	High	Complete	S01	Run state stable across abandon/restart cycles. Identified exit/ESC inconsistency across gameplay and UI states (see Bug Log).
C02	Synergy Interaction Consistency & System Breakage	Validate whether interactions between Dudes, Relics, and Trinkets are observable and behave consistently under varied team compositions	Ability triggers, stacking effects, synergy interactions, scaling behaviour during combat.	Full balance tuning or optimal strategy evaluation.	Run multiple team compositions with overlapping or extreme synergies. Observe whether effects can be clearly identified, traced, and verified during combat. Where behaviour is not observable, assess impact on system clarity and testability.	Effects not triggering, incorrect stacking, runaway scaling, inconsistent behaviour between similar runs. Lack of feedback preventing validation of triggers and system behaviour	High	Complete	S02	Relic behaviour is only partially observable. Limited visual feedback exists for some relics (shared glow effect), but most relic interactions cannot be verified during combat, restricting effective system validation.
C03	Shop, Reroll & Resource Interaction Clarity	Assess whether shop systems clearly communicate functionality and behave consistently during reroll and purchase interactions.	Shop interface, pocket dice usage, reroll behaviour, item availability.	Economy balance or pricing design.	Interact with the shop under normal and rapid input conditions. Use rerolls repeatedly and observe how items update. Evaluate whether system behaviour matches player expectations.	Unclear mechanics, inconsistent reroll outcomes, UI not reflecting actual state, player misunderstanding leading to poor decisions.	Medium	Complete	S03	Shop pop-up behaviour is clear and consistent. Resource values, affordability indicators, and purchase feedback function correctly across multiple instances. No issues identified.
C04	Role Assignment & Slot Logic Consistency	Verify that role and slot assignment rules are enforced correctly across all relevant systems.	Dude slot placement, Flyer slot restrictions, Daily Dude mode interactions.	Full mode balancing or difficulty scaling.	Attempt to assign Dudes to invalid or edge-case roles. Test different compositions and modes to ensure system rules are consistently enforced.	Invalid assignments, system rule breaks, inconsistent restrictions across modes.	Medium	Complete	S04	Unit behaviour and animations remain visually unchanged after upgrades and relic application. Lack of visual differentiation limits player perception of progression and impact.

Session ID	Date	Duration (mins)	Build	Platform	Charter ID	Run ID(s)	Focus Area	What I Did	Key Findings	Bugs Logged	Evidence Links
S01	04/05/20263	25	v0.1.41-rc.13	PC (Windows 11)	C01	R01-R03	Run state integrity, abandon/restart behaviour, exit handling	Played multiple short runs, abandoned at different points (post-round, pre-combat, after gaining relics), repeatedly restarted runs, tested ESC/menu behaviour across gameplay and UI states	Run state resets correctly and remains stable across abandon/restart cycles. Exit/abandon functionality is not available during gameplay and several UI states, forcing external application closure	1	N/A - Reproducible via steps
S02	04/05/20263	40	v0.1.41-rc.13	PC (Windows 11)	C02	R04-R05	Synergy interaction visibility, trigger consistency, system feedback	Ran multiple builds focusing on relic-based effects, stacked interactions where possible, observed combat outcomes and compared against effect descriptions	Relic effects lack visible or traceable feedback, making it impossible to verify triggers, stacking behaviour, or impact. System behaviour cannot be validated from player perspective	1	N/A - No visual indicators present
S03	04/05/20263	20	v0.1.41-rc.13	PC (Windows 11)	C03	R06-R07	Shop pop-up behaviour, resource accuracy, purchase clarity	Tested multiple shop pop-ups across runs, verified resource values before and after purchases, tested affordability boundaries, observed purchase flow and feedback under normal and rapid input	Relic feedback is limited and inconsistent. A small number of relics display a shared visual effect (yellow glow), while most relics provide no observable feedback, preventing reliable validation of triggers and interaction behaviour.	0	N/A - No issues found
S04	04/05/20263	15	v0.1.41-rc.13	PC (Windows 11)	C04	R08-R09	Unit behaviour visibility, upgrade feedback, visual differentiation	Observed multiple combat rounds after recruiting and upgrading units and acquiring relics. Compared visual behaviour and animations before and after progression changes	Units show no visible differentiation after upgrades or relic application. Animations and behaviour remain visually identical, making progression impact difficult to perceive	1	N/A - Visual behaviour consistent across runs

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	ESC / Exit functionality unavailable during gameplay and certain UI states	Run State / UI / Session Control	v0.1.41-rc.13	PC (Windows 11)	S01	C01	1. Start a run 2. Enter combat OR open relic / recruitment / post-combat screens 3. Attempt to press ESC or access menu 4. Observe no exit or abandon option 5. Player must close the game externally	Player can exit or abandon run via menu or ESC from any non-critical state	ESC functions correctly in the main menu and settings menu (e.g. opens exit prompt), but does not respond during gameplay / combat or in several active UI states (relic, recruitment, post-combat screens). No alternative exit or abandon option is available in these states, forcing the player to close the application externally.	Medium	100%	N/A – Reproducible via steps	New	ESC functions in main menu/settings but not during gameplay or several UI states. Forces external application closure.	Run State Integrity & Transition Stability	04/05/2026
C02-01	Relic feedback is limited and inconsistent across relics	Combat Systems / Relics / Feedback	v0.1.41-rc.13	PC (Windows 11)	S02	C02	1. Start a run 2. Acquire one or more relics with conditional effects 3. Enter combat 3. Observe combat resolution	Relic effects provide visible or otherwise traceable feedback so the player can understand when, how, and whether they trigger at all	Most relics provide no visible or audible feedback during combat. Some relics (e.g. Oversized Pauldrons, Tower Shield) show a yellow glow effect on affected units, but this feedback is not clearly differentiated or consistently applied across all relics. This makes it difficult to confirm whether many relic effects are triggering or understand their impact.	Medium	100%	N/A – No visual indicators present	New	Only a small subset of relics provide visible feedback (yellow glow effect), and this effect is reused across different relics, limiting clarity. Majority of relics remain non-observable during combat.	Synergy Interaction Consistency & System Breakage	04/05/2026
C04-01	Unit upgrades and relic effects lack visible differentiation during combat	Combat / Units / Feedback	v0.1.41-rc.13	PC (Windows 11)	S03	C04	1. Start a run 2. Recruit and upgrade units / acquire relics 3. Enter combat across multiple rounds 4. Observe unit animations and behaviour	Upgraded units or units affected by relics show some form of visible differentiation (animation, effect, or indicator) to reflect changes in strength or behaviour	Units appear visually identical before and after upgrades or relic application. Animations and behaviour do not visibly change, making it difficult to perceive impact of progression	Medium	100%	N/A – Visual behaviour consistent across runs	New	Combat visuals do not reflect progression or system changes, reducing player understanding of upgrades and relic impact	Role Assignment & Slot Logic Consistency	04/05/2026

System Area	Risk Level	Why Risky	Tested (Y/N)	Test Depth	Issues Found (Y/N)	Notes
Run State / Transitions	High	Known crash/state risks in dev updates; affects session stability	Y	Medium	Y	Exit/abandon not available in all states, forces external closure
Relics / System Interactions	High	Core system with hidden behaviour; difficult to verify	Y	Medium	Y	Feedback inconsistent; most relic effects not observable
Shop / Resource System	Medium	Player decision-making depends on clarity and correctness	Y	Medium	N	Behaviour clear, consistent, no issues observed
Unit Behaviour / Progression Feedback	Medium	Player understanding of progression relies on visible impact	Y	Low-Medium	Y	No visible differentiation after upgrades or relics