

Label	Value
<b>QA Pass</b>	Undertaker - Enemy AI & Save/Reload QA Pass
<b>Test Intent</b>	Validate recent devlog changes related to enemy AI behaviour, combat-state transitions, environmental readability, and save/load flow stability following Dev Update #4.
<b>Build</b>	Demo v1.0.103
<b>Environment</b>	PC (Windows 11) - 1080p - Keyboard/Mouse
<b>Networks</b>	Standard home broadband (Wi-Fi)
<b>Tools</b>	OBS - Google Sheets - Steam
<b>Test Focus</b>	Enemy AI detection consistency, combat-state transitions, patrol/aggression behaviour, environmental readability validation, and save/reload progression flow.
<b>Headlines (Key Findings)</b>	<p>Reproducible Fire Explosive interaction caused a non-responsive enemy state with resetting health behaviour.</p> <p>Multiple enemy detection inconsistencies observed during patrol-state transitions and aggro reacquisition.</p> <p>Save/load progression persisted correctly, but reload flow created navigation friction by returning the player to the lobby/shop area without clear communication.</p> <p>Environmental readability systems appeared visually clear and functioned consistently during gameplay.</p>
<b>What's inside</b>	1-Liner Summary - Charters - Session Notes - Bug Log - Risk Matrix
<b>Evidence</b>	Gameplay clips captured per session and linked within Bug Log entries
<b>Approach</b>	Short-form dev-facing QA mini-pass focused on regression validation and player-facing gameplay reliability following recent devlog updates. Testing prioritised recently modified systems rather than full-game coverage.
<b>Evidence tip</b>	All bugs include reproducible steps and supporting video evidence.
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<b>Area</b>	<b>1-Liner</b>	<b>Evidence</b>
Enemy AI / Combat State	Fire Explosive interaction consistently triggered a non-responsive enemy state with resetting health behaviour during the tutorial encounter.	Bug Log: C01-01
Enemy AI / Detection	Patrolling enemy failed to detect the player during open visibility until physical path obstruction interrupted patrol movement.	Bug Log: C01-02
Enemy AI / Aggro Recovery	Enemy failed to reacquire the player at melee range after returning from combat to patrol behaviour following brief line-of-sight interruption.	Bug Log: C01-03
Save System / Reload Flow	Continue reload behaviour returned the player to the lobby/shop area instead of the previous gameplay location, creating navigation friction despite correct progression persistence.	Bug Log: C03-01

Charter ID	Title	Goal	In-Scope	Out-of-Scope	Approach	Key Risks	Priority	Status	Session Linked	Notes
C01	Enemy Behaviour & Pathfinding	Verify enemy AI behaves consistently after recent fixes and placement updates.	Enemy navigation, pursuit behaviour, stuck states, pathfinding through ruins/tight spaces, enemy clustering, combat approach behaviour, enemy placement density.	Full combat balancing, boss tuning, narrative progression, full-map completion.	Deliberately lure enemies through awkward geometry, corners, elevation shifts, narrow routes, obstacles, and biome transitions while observing recovery behaviour and consistency.	Enemies still becoming stuck, erratic routing, failed recovery logic, enemy overlap/clustering, inconsistent aggression or detection states.	High	Complete	S01	Current findings include a reproducible Fire Explosive-related enemy combat-state failure, inconsistent patrol and detection behaviour, and enemy reacquisition issues following patrol-state transitions in the Cathedral Ruins area. Enemy AI inconsistencies were primarily observed during combat-state changes, line-of-sight interruptions, and patrol recovery behaviour.
C02	Interaction & Readability	Evaluate whether environmental interactions and gameplay objects are visually readable after recent updates.	Explosive vs normal barrels, loot visibility, collectible readability, interaction prompts, HUD readability, environmental communication.	Full UI review, accessibility review, inventory balancing, art critique.	Approach interactables naturally during exploration and combat while assessing whether important gameplay objects can be identified quickly and confidently under pressure.	Players misreading explosive hazards, missed loot, unclear interaction feedback, visually misleading objects, readability failures during combat.	High	Complete	S02	Environmental readability improvements appeared effective during testing. Explosive barrels were immediately distinguishable due to strong red visual contrast against the environment, and loot/interactable objects remained consistently visible through placement design and green overlay indicators. No significant readability or interaction clarity issues were observed during normal exploration or combat scenarios.
C03	Save System & Performance Stability	Test reliability and responsiveness of saving/loading systems after recent fixes.	Manual saves, reload behaviour, save timing, loading transitions, performance spikes during saves, progression retention.	Long-term progression testing, corrupted save recovery, exhaustive performance benchmarking.	Trigger saves during varied gameplay states including combat recovery, exploration, interaction-heavy moments, and biome transitions. Reload frequently to validate consistency.	Save lag spikes, state inconsistencies, failed persistence, progression rollback, unstable reload states.	Medium	Complete	S03	Save/load persistence systems appeared functionally stable during testing, with enemy deaths, collected items, and progression states correctly retained after reload. Main observation focused on reload-flow communication and navigation friction caused by respawning the player in the lobby/shop area without clear indication that gameplay location would not be restored.

Session ID	Date	Duration (mins)	Build	Platform	Charter ID	Run ID(s)	Focus Area	What I Did	Key Findings	Bugs Logged	Evidence Links
S01	08/05/2026	45	Demo v1.0.103	PC (Windows 11)	C01, C05	R01, R02, R03	Enemy AI behaviour, combat-state transitions, patrol detection consistency, tutorial onboarding flow	Replayed tutorial encounter multiple times using controlled explosive and non-explosive tests. Stress-tested enemy pursuit, patrol behaviour, line-of-sight transitions, and combat-state recovery in the Cathedral Ruins area. Validated onboarding timing for the kick/stagger tutorial prompt.	Fire Explosive interaction consistently triggered a non-responsive enemy combat state with resetting health behaviour. Multiple enemy detection inconsistencies observed during patrol-state transitions, including failure to reacquire the player at melee range after returning to patrol behaviour. Tutorial onboarding prompt for kick/stagger mechanic appeared after combat completion instead of before engagement.	4	Clip: <a href="#">Non-responsive enemy after explosive damage</a> Clip: <a href="#">Patrolling enemy ignores player until path blocked</a> Clip: <a href="#">Enemy fails to reacquire player after patrol reset</a> Clip: <a href="#">Kick/stagger tutorial prompt appears after combat completion</a>
S02	08/05/2026	20	Demo v1.0.103	PC (Windows 11)	C02	R04	Environmental interaction readability, barrel distinction, loot visibility, interaction clarity	Tested environmental readability during normal exploration and combat scenarios in the first gameplay areas after the tutorial. Evaluated explosive barrel visibility, loot readability, collectible visibility, and interaction clarity while moving through combat and exploration spaces naturally.	Explosive barrel readability improvements appeared effective during gameplay. Red explosive barrels were immediately distinguishable from environmental objects due to strong visual contrast. Loot and interactable objects were consistently readable through environmental placement and green overlay indicators. No significant readability or interaction clarity issues were observed during testing.	0	
S03	08/05/2026	15	Demo v1.0.103	PC (Windows 11)	C03	R05	Save/load flow, progression persistence, reload behaviour, player navigation flow	Tested Save and Quit functionality after progressing through the first gameplay area. Reloaded the save using the Continue option from the main menu and validated progression persistence, enemy persistence, and player respawn behaviour after loading.	Progression persistence functioned correctly, including retained loot/items and defeated enemy states. However, Continue reload behaviour returned the player to the lobby/shop area rather than the previous gameplay location, creating traversal and navigation friction due to the absence of map or waypoint guidance.	1	Clip: <a href="#">Save and Quit reload flow returns player to lobby area</a>

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"> <li>1. Start the tutorial.</li> <li>2. Progress to the Fire Explosive introduction section.</li> <li>3. Pick up the Fire Explosive item.</li> <li>4. Throw the explosive at the group of three enemies.</li> <li>5. Observe enemy behaviour after the explosion.</li> <li>6. Attempt to attack the surviving enemy with the player weapon.</li> </ol>	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: <a href="#">Non-responsive enemy after explosive damage</a>	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"> <li>1. Complete the tutorial and enter the first gameplay area afterward.</li> <li>2. Locate the patrolling enemy near the Goat Head and ritual instruction items.</li> <li>3. Stand and move normally within visible proximity of the enemy during patrol behaviour.</li> <li>4. Allow the enemy to walk past the player multiple times.</li> <li>5. Move into the enemy patrol route and physically block the path.</li> <li>6. Observe enemy activation behaviour.</li> </ol>	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: <a href="#">Patrolling enemy ignores player until path blocked</a>	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"> <li>1. Complete the tutorial and enter the first gameplay area afterward.</li> <li>2. Locate an enemy in the Cathedral Ruins area near the rubble and small wall structures.</li> <li>3. Aggro the enemy and allow it to pursue the player.</li> <li>3. Move around nearby rubble and walls while maintaining enemy pursuit.</li> <li>4. Briefly break line of sight using a small wall.</li> <li>5. Allow the enemy to return to patrol behaviour.</li> <li>6. Stand still in open line of sight at close range while the enemy patrols nearby.</li> <li>7. Observe enemy detection behaviour as the enemy approaches the player.</li> </ol>	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: <a href="#">Enemy fails to reacquire player after patrol reset</a>	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"> <li>1. Progress through the tutorial and enter the first gameplay area.</li> <li>2. Explore the area, defeat enemies, and collect loot/items.</li> <li>3. Open the menu and select "Save and Quit."</li> <li>4. Return to the main menu and select "Continue."</li> <li>5. Observe player spawn location and progression state after loading.</li> </ol>	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: <a href="#">Save and Quit reload flow returns player to lobby area</a>	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

System Area	Risk Level	Why Risky	Tested (Y/N)	Test Depth	Issues Found (Y/N)	Notes
Enemy AI Detection & Aggro	High	Recent AI/pathfinding fixes increase risk of unstable perception, aggro recovery, and patrol-state inconsistencies.	Y	Medium-Heavy	Y	Multiple enemy detection inconsistencies observed, including failure to reacquire the player after patrol reset and delayed detection until path obstruction occurred.
Enemy Combat State Transitions	High	Combat-state changes involving explosive interactions can create invalid AI or health-state behaviour.	Y	Heavy	Y	Fire Explosive interaction consistently triggered a non-responsive enemy state with resetting health behaviour during tutorial combat.
Enemy Pathfinding Around Geometry	High	Recent stuck/pathfinding fixes suggest high regression risk around environmental navigation and obstacle handling.	Y	Medium	N	No severe pathfinding failures or geometry-stuck issues observed during current session.
Environmental Interaction Readability	Medium	Recent barrel readability rework may still create gameplay clarity issues under combat pressure.	Y	Medium	N	Explosive barrels remained visually distinct during exploration and combat scenarios due to strong colour contrast. Loot and interactable objects were consistently readable through environmental placement and green overlay indicators.
Save System & Performance Stability	Medium	Recent save-system fixes suggest potential persistence or lag regression risk.	Y	Medium	Y	Save/load persistence functioned correctly for progression, enemy deaths, and collected items. Main issue observed involved reload-flow communication and navigation friction caused by returning the player to the lobby/shop area instead of the previous gameplay location.