

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
189	Ladybug	Bug	New	Normal	Miraculous - P1's PIP keeps zooming in and out during game play (2P Battle)	Cheng Sunny	02/04/2026 01:56 PM
188	Ladybug	Feature	New	Normal	Miraculous - game quit automatically after background & open another game	Cheng Sunny	02/04/2026 01:56 PM
187	Ladybug	Feature	New	Normal	Miraculous - strange flashes & ruined graphics show in Character selection page	Cheng Sunny	02/04/2026 01:56 PM
186	Ladybug	Feature	New	Low	Miraculous - keep showing 'player out of range' after setup passed	Cheng Sunny	02/04/2026 01:56 PM
185	Ladybug	Feature	New	Low	Miraculous - [Setup] camera zoom very close and didn't tilt up to detect the adult player (playground height 40cm)	Cheng Sunny	02/04/2026 01:56 PM
184	Ladybug	Feature	New	Low	Miraculous - [Setup] (2P) camera didn't tilt up to detect the adult player (playground height 100cm)	Cheng Sunny	02/04/2026 01:56 PM
183	Ladybug	Bug	New	High	Ladybug- more than 3 flashes per second in adventure stage 2	Cheng Sunny	02/04/2026 01:56 PM
182	Ladybug	Bug	New	Low	discrepancy of progress % in summary page and before gameplay ends	Cheng Sunny	02/04/2026 01:56 PM
181	Ladybug	Feature	New	Low	Miraculous - 1P Adventure Stage 6 final boss stage (25% HP left) missing crouching hint	Cheng Sunny	02/04/2026 01:56 PM
180	Ladybug	Bug	New	Normal	Request debug short-cut: app crash	Cheng Sunny	02/04/2026 01:56 PM
179	Ladybug	Feature	New	Low	Miraculous - weird flying object found in stage	Cheng Sunny	02/04/2026 01:56 PM
178	Ladybug	Feature	New	Low	Miraculous - [stage 2] the Boss VO suddenly stopped	Cheng Sunny	02/04/2026 01:56 PM
177	Ladybug	Feature	New	Low	Miraculous - [stage 8] the screen is too cluttered, player cannot see the obstacles clearly	Cheng Sunny	02/04/2026 01:56 PM
176	Ladybug	Feature	New	Low	Miraculous - [stage 8] after player slash 2 target with 80 slashes, player able to slash the 3rd target even the boss will be killed by 2nd target	Cheng Sunny	02/04/2026 01:56 PM
175	Ladybug	Support	New	Normal	[Analytics] Suggest to add a data to track player owned characters	Cheng Sunny	02/04/2026 01:56 PM
174	Ladybug	Bug	New	Normal	The leftmost/rightmost locked character are colored in character selection page	Ho Joe	02/04/2026 01:56 PM
173	Ladybug	Bug	New	Normal	Outline color of stage 8 incorrect	Ho Joe	02/04/2026 01:56 PM
172	Ladybug	Bug	New	Normal	2P Arcade/Battle FPS drops to ~22 sometimes <20, until 1 of the players game over	Ho Joe	02/04/2026 01:56 PM
171	Ladybug	Bug	New	Normal	Ladybiquity and Celesticat do not have gliders when gliding in 2P arcade	Ho Joe	02/04/2026 01:56 PM
170	Ladybug	Bug	New	Normal	HP is not being deducted	Ho Joe	02/04/2026 01:56 PM
169	Ladybug	Bug	New	Normal	lost control for a while after player falls down and crouch immediately	Ho Joe	02/04/2026 01:56 PM
168	Ladybug	Feature	New	Normal	the slash number does not reset automatically when previous target disappear	Ho Joe	02/04/2026 01:56 PM
167	Ladybug	Feature	New	Normal	HP deducted BUT red shining effect does not shows during boss fight (stage 2, 8)	Ho Joe	02/04/2026 01:56 PM
166	CNY Campaign	Feature	New	Normal	Confim Feature	Wong Snake	12/30/2025 03:26 PM
165	CNY Campaign	Milestone	New	Normal	Sprint 2		12/30/2025 01:57 PM
164	CNY Campaign	Milestone	New	Normal	Deploy DEV		12/30/2025 01:55 PM
163	CNY Campaign	Milestone	New	High	Deploy PROD		12/30/2025 01:54 PM
160	CNY Campaign	Device	New	Normal	Device - iphone I29	Team QA	12/30/2025 02:34 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
159	CNY Campaign	Device	New	Normal	Device - iphone I28	Chan Percy	12/30/2025 01:29 PM
158	CNY Campaign	Device	New	Normal	Device - PC S258	Team QA	12/30/2025 01:24 PM
157	CNY Campaign	Device	New	Normal	Device - PC S239	Team QA	12/30/2025 01:25 PM
156	CNY Campaign	Device	New	Normal	Device - MacbookS0131	Tsang Edward	12/30/2025 01:25 PM
155	CNY Campaign	Device	New	Normal	Device - iphone I28	Chan Percy	12/30/2025 01:25 PM
154	CNY Campaign	Device	New	Normal	Device - MacbookS0128	Team QA	12/30/2025 01:25 PM
153	CNY Campaign	Device	New	Normal	Device - MacbookS0125	Wong Snake	12/30/2025 01:25 PM
152	CNY Campaign	Bug	New	Normal	Tall player accelerate	Team QA	02/04/2026 01:59 PM
151	CNY Campaign	Bug	Resolved	Normal	Controller UX	Team QA	12/29/2025 06:44 PM
150	Golden swirl	Bug	New	Normal	Acension design and documentation	Chan Percy	12/29/2025 05:41 PM
149	Golden swirl	Bug	New	Normal	lobby shop load npc info	Wong Snake	12/29/2025 05:41 PM
148	Golden swirl	Bug	New	Normal	NPC : portrait effect player	Wong Snake	12/29/2025 05:41 PM
147	Golden swirl	Bug	New	Normal	dialog MM player	Wong Snake	12/29/2025 05:41 PM
146	Golden swirl	Bug	New	Normal	Select Act UI Update	Ho Joe	12/29/2025 05:41 PM
145	Golden swirl	Bug	New	Normal	dash action check raycast	Ho Joe	12/29/2025 05:41 PM
144	Golden swirl	Bug	New	Normal	Event Test Scene	Ho Joe	12/29/2025 05:41 PM
143	Golden swirl	Bug	New	Normal	Relic.Egg of Decay or event add mod display	Wong Snake	12/29/2025 05:41 PM
142	Golden swirl	Bug	New	Normal	Language Consistency QA	Lam Harry	12/29/2025 05:41 PM
141	Golden swirl	Bug	New	Normal	starting char balance QA	Lam Harry	12/29/2025 05:41 PM
140	Golden swirl	Bug	New	Normal	enemy action missing icon	Wong Snake	12/29/2025 05:41 PM
139	Golden swirl	Bug	New	Normal	lobby shop should show name not des	Ho Joe	12/29/2025 05:41 PM
138	Golden swirl	Bug	New	Normal	Title screen (ui particle)	Wong Snake	12/29/2025 05:41 PM
137	Golden swirl	Bug	New	Normal	Lobby NPC: Wiki	Lam Harry	12/29/2025 05:41 PM
136	Golden swirl	Bug	New	Normal	Option for mandatory redraw when pause at 0 mana	Lam Harry	12/29/2025 05:41 PM
135	Golden swirl	Bug	New	Normal	monster action QA	Lam Harry	12/29/2025 05:41 PM
134	Golden swirl	Bug	New	Normal	Card066/080 front and back slash	Ho Joe	12/29/2025 05:41 PM
133	Golden swirl	Bug	New	Normal	Add control on debug panel		12/29/2025 05:41 PM
132	Golden swirl	Bug	New	Normal	Setting for Time pause resume timing		12/29/2025 05:41 PM
131	Golden swirl	Bug	New	Normal	Configuration check before build		12/29/2025 05:41 PM
130	Golden swirl	Bug	New	Normal	Save Slot Feature		12/29/2025 05:41 PM
129	Golden swirl	Bug	New	Normal	Steamworks-Dependent Compilation in Unity		12/29/2025 05:41 PM
128	Golden swirl	Bug	New	Normal	Enable Steam Auto Cloud		12/29/2025 05:41 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
127	Golden swirl	Bug	New	Normal	space bar mode ?	Wong Snake	12/29/2025 05:41 PM
126	Golden swirl	Bug	New	Normal	Act3 boss	Chan Percy	12/29/2025 05:41 PM
125	Golden swirl	Bug	New	Normal	lobby display	Wong Snake	12/29/2025 05:41 PM
124	Golden swirl	Bug	New	Normal	localize add 6 lang	Wong Snake	12/29/2025 05:41 PM
123	Golden swirl	Bug	New	Normal	dialog node perform design	Wong Snake	12/29/2025 05:41 PM
122	Golden swirl	Bug	New	Normal	swirl phase change end combat reward (text)	Wong Snake	12/29/2025 05:41 PM
121	Golden swirl	Bug	New	Normal	act 2 : stun / bleed card ⇒ interrupted?/add buff to boss		12/29/2025 05:41 PM
120	Golden swirl	Bug	New	Normal	Joy stick map selection check detail	Wong Snake	12/29/2025 05:41 PM
119	Golden swirl	Bug	New	Normal	ftue design and polish	Wong Snake	12/29/2025 05:41 PM
118	Golden swirl	Bug	New	Normal	boss end game reward event	Wong Snake	12/29/2025 05:41 PM
117	Golden swirl	Bug	New	Normal	Relic QA	Lam Harry	12/29/2025 05:41 PM
116	Golden swirl	Bug	New	Normal	English card text consistency: prefer start with same verb		12/29/2025 05:41 PM
115	Golden swirl	Bug	New	Normal	Demo Multi language - edit welcome message and survey link		12/29/2025 05:41 PM
114	Golden swirl	Bug	New	Normal	Add mouse over keyword description at add relic page		12/29/2025 05:41 PM
113	Golden swirl	Bug	New	Normal	"back" function and "cancel" function button update		12/29/2025 05:41 PM
112	Golden swirl	Bug	New	Normal	Fix Cardtag X value show "X" when you hover from card		12/29/2025 05:41 PM
111	Golden swirl	Bug	New	Normal	debug/test mode for event and dialog	Ho Joe	12/29/2025 05:41 PM
110	Golden swirl	Bug	New	Normal	Mod update		12/29/2025 05:41 PM
109	Golden swirl	Bug	New	Normal	add mute button, add mute while in background		12/29/2025 05:41 PM
108	Golden swirl	Bug	New	Normal	Lobby Wiki: Skill tree unlock card update		12/29/2025 05:41 PM
107	Golden swirl	Bug	New	Normal	Shop NPC - can't scroll when mouse over items	Ho Joe	12/29/2025 05:41 PM
106	Golden swirl	Bug	New	Normal	[Feature] Wiki NPC add sorting		12/29/2025 05:41 PM
105	Golden swirl	Bug	New	Normal	Wiki NPC - can't scroll when mouse over relic/charm	Ho Joe	12/29/2025 05:41 PM
104	Golden swirl	Bug	New	Normal	when card dragging can cancel by same hotkey number + other number change card		12/29/2025 05:41 PM
103	Golden swirl	Bug	New	Normal	when card dragging can cancel by esc		12/29/2025 05:41 PM
102	Golden swirl	Bug	New	Normal	Lobby wasd/controller release		12/29/2025 05:41 PM
101	Golden swirl	Bug	New	Normal	shop event re-enter design	Ho Joe	12/29/2025 05:41 PM
100	Golden swirl	Bug	New	Normal	Show card rarity in card deck page		12/29/2025 05:41 PM
99	Golden swirl	Bug	New	Normal	card deck page add hover tip for each type of card		12/29/2025 05:41 PM
98	Golden swirl	Bug	New	Normal	In game pause change light volume	Ho Joe	12/29/2025 05:41 PM
97	Golden swirl	Bug	New	Normal		Ho Joe	12/29/2025 05:41 PM
96	Golden swirl	Bug	New	Normal	Card deck page Mouse scroll too slow	Ho Joe	12/29/2025 05:41 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
95	Golden swirl	Bug	New	Normal	use ESC instead of backspace for quitting tabs		12/29/2025 05:41 PM
94	Golden swirl	Bug	New	Normal	Controller UX - can read relic, swirl breaching effect etc using controller		12/29/2025 05:41 PM
93	Golden swirl	Bug	New	Normal	card/ relic amount check		12/29/2025 05:41 PM
92	Golden swirl	Bug	New	Normal	behavior : condition braching	Ho Joe	12/29/2025 05:41 PM
91	Golden swirl	Bug	New	Normal	□□	Ho Joe	12/29/2025 05:41 PM
90	Golden swirl	Bug	New	Normal	Admin player profile function for QA	Ho Joe	12/29/2025 05:41 PM
89	Golden swirl	Bug	New	Normal	mouse mode disable on keyboard layout	Ho Joe	12/29/2025 05:41 PM
88	Golden swirl	Bug	New	Normal	handle exit cam	Ho Joe	12/29/2025 05:41 PM
87	Golden swirl	Bug	New	Normal	Random Seed	Ho Joe	12/29/2025 05:41 PM
86	Golden swirl	Bug	New	Normal	projectile not disappear after exit	Ho Joe	12/29/2025 05:41 PM
85	Golden swirl	Bug	New	Normal	Controller Mouse Mode	Ho Joe	12/29/2025 05:41 PM
84	Golden swirl	Bug	New	Normal	relic display		12/29/2025 05:41 PM
83	Golden swirl	Bug	New	Normal	Add End Act reward type ui		12/29/2025 05:41 PM
82	Golden swirl	Bug	New	Normal	Unlock shop item in skill tree	Ho Joe	12/29/2025 05:41 PM
81	Golden swirl	Bug	New	Normal	corridor / movemnt should not raycast on player	Ho Joe	12/29/2025 05:41 PM
80	Golden swirl	Bug	New	Normal	Character shop update	Chan Percy	12/29/2025 05:41 PM
79	Golden swirl	Bug	New	Normal	Separate corridor icon (open door animation)	Ho Joe	12/29/2025 05:41 PM
78	Golden swirl	Bug	New	Normal	Grouping common behavior	Ho Joe	12/29/2025 05:41 PM
77	Golden swirl	Bug	New	Normal	preload effect no need sound	Ho Joe	12/29/2025 05:41 PM
76	Golden swirl	Bug	New	Normal	boarderless	Ho Joe	12/29/2025 05:41 PM
75	Golden swirl	Bug	New	Normal	Admin player profile function for Developer	Ho Joe	12/29/2025 05:41 PM
74	Golden swirl	Bug	New	Normal	corridor exit with choice	Ho Joe	12/29/2025 05:41 PM
73	Golden swirl	Bug	New	Normal	draw card animation	Ho Joe	12/29/2025 05:41 PM
72	Golden swirl	Bug	New	Normal	Card new mechanic	Ho Joe	12/29/2025 05:41 PM
71	Golden swirl	Bug	New	Normal	Card Tag - Storm	Ho Joe	12/29/2025 05:41 PM
70	Golden swirl	Bug	New	Normal	Card Tag - Potion	Ho Joe	12/29/2025 05:41 PM
69	Golden swirl	Bug	New	Normal	Card Tag - Exert	Ho Joe	12/29/2025 05:41 PM
68	Golden swirl	Bug	New	Normal	Card Tag - Chain	Ho Joe	12/29/2025 05:41 PM
67	Golden swirl	Bug	New	Normal	Relic □ COLOR	Ho Joe	12/29/2025 05:41 PM
66	Golden swirl	Bug	New	Normal	Card Tag - Bomb	Ho Joe	12/29/2025 05:41 PM
65	Golden swirl	Bug	New	Normal	language meta key	Ho Joe	12/29/2025 05:41 PM
64	Golden swirl	Bug	New	Normal	card id reformat	Ho Joe	12/29/2025 05:41 PM
63	Golden swirl	Bug	New	Normal	npc column in event localization	Ho Joe	12/29/2025 05:41 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
62	Golden swirl	Bug	New	Normal	debug debugger	Ho Joe	12/29/2025 05:41 PM
61	Golden swirl	Bug	New	Normal	Card Tag - Swirl	Ho Joe	12/29/2025 05:41 PM
60	Golden swirl	Bug	New	Normal	Startup: start panel fade in handle	Ho Joe	12/29/2025 05:41 PM
59	Golden swirl	Bug	New	Normal	Deck List Panel : on show , on hide effect	Ho Joe	12/29/2025 05:41 PM
58	Golden swirl	Bug	New	Normal	Card Tag - Shadow	Ho Joe	12/29/2025 05:41 PM
57	Golden swirl	Bug	New	Normal	meta currency debug	Ho Joe	12/29/2025 05:41 PM
56	Golden swirl	Bug	New	Normal	Map select need to see current swirl event	Ho Joe	12/29/2025 05:41 PM
55	Golden swirl	Bug	New	Normal	remove lerp animation from aftering clicking stage (corridor)	Ho Joe	12/29/2025 05:41 PM
54	Golden swirl	Bug	New	Normal	editor : condition node copy (renew guid)	Ho Joe	12/29/2025 05:41 PM
53	Golden swirl	Bug	New	Normal	∞ infinity scroll	Ho Joe	12/29/2025 05:41 PM
52	Golden swirl	Bug	New	Normal	editor : npc graph, back to start node	Ho Joe	12/29/2025 05:41 PM
51	Golden swirl	Bug	New	Normal	Card Tag - Evolve	Ho Joe	12/29/2025 05:41 PM
50	Golden swirl	Bug	New	Normal	clear pooling && card effect	Ho Joe	12/29/2025 05:41 PM
49	Golden swirl	Bug	New	Normal	move indicator/knock back sync width	Ho Joe	12/29/2025 05:41 PM
48	Golden swirl	Bug	New	Normal	formula : by difficulty	Ho Joe	12/29/2025 05:41 PM
47	Golden swirl	Bug	New	Normal	relic no popup show tag?	Ho Joe	12/29/2025 05:41 PM
46	Golden swirl	Bug	New	Normal	switch display option	Ho Joe	12/29/2025 05:41 PM
45	Golden swirl	Bug	New	Normal	relic rarity bg	Ho Joe	12/29/2025 05:41 PM
44	Golden swirl	Bug	New	Normal	First complete act 1/2/3 - unlock parts in shop item	Ho Joe	12/29/2025 05:41 PM
43	Golden swirl	Bug	New	Normal	Event Analysis (Unity Cloud)	Ho Joe	12/29/2025 05:41 PM
42	Golden swirl	Bug	New	Normal	act 5 boss transition animation	Ho Joe	12/29/2025 05:41 PM
41	Golden swirl	Bug	New	Normal	Random Dialog choice	Ho Joe	12/29/2025 05:41 PM
40	Golden swirl	Bug	New	Normal	Relic Setting Concept		12/29/2025 05:41 PM
39	Golden swirl	Bug	New	Normal	relic list (20)	Chan Percy	12/29/2025 05:41 PM
38	Golden swirl	Bug	New	Normal	card list (40)	Chan Percy	12/29/2025 05:41 PM
37	Golden swirl	Bug	New	Normal	boss reward	Chan Percy	12/29/2025 05:41 PM
36	Golden swirl	Bug	New	Normal	Act3	Chan Percy	12/29/2025 05:41 PM
35	Golden swirl	Bug	New	Normal	Act2	Chan Percy	12/29/2025 05:41 PM
34	Golden swirl	Bug	New	Normal	evasion buff VFX	Ho Joe	12/29/2025 05:41 PM
33	Golden swirl	Bug	New	Normal	act4		12/29/2025 05:41 PM
32	Golden swirl	Bug	New	Normal	Boss end animation and UI		12/29/2025 05:41 PM
31	Golden swirl	Bug	New	Normal	Dialog system		12/29/2025 05:41 PM
30	Golden swirl	Bug	New	Normal	Single Attack ∞ indicator		12/29/2025 05:41 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
29	Golden swirl	Bug	New	Normal	show stage number		12/29/2025 05:41 PM
28	Golden swirl	Bug	New	Normal	For Block, set as most as larger stack		12/29/2025 05:41 PM
27	Golden swirl	Bug	New	Normal	single attack indicator to parabola	Ho Joe	12/29/2025 05:41 PM
26	Golden swirl	Bug	New	Normal	corridor put back in node so I can choose random which corridor	Ho Joe	12/29/2025 05:41 PM
25	Golden swirl	Bug	New	Normal	Lobby flow		12/29/2025 05:41 PM
24	Golden swirl	Bug	New	Normal	Meta Shop		12/29/2025 05:41 PM
23	Golden swirl	Bug	New	Normal	技能树 (Skill Tree)		12/29/2025 05:41 PM
22	Golden swirl	Bug	New	Normal	FTUE - Intro video		12/29/2025 05:41 PM
21	Golden swirl	Bug	New	Normal	Map selection reward display		12/29/2025 05:41 PM
20	Golden swirl	Bug	New	Normal	card effect and icon		12/29/2025 05:41 PM
19	Golden swirl	Bug	New	Normal	summon monster indicator	Ho Joe	12/29/2025 05:41 PM
18	Golden swirl	Bug	New	Normal	card 109 : 目标 TARGET 技能效果		12/29/2025 05:41 PM
17	Golden swirl	Bug	New	Normal	start point : exit ⇒ continue loop, can get infinity relic/card		12/29/2025 05:41 PM
16	Golden swirl	Bug	New	Normal	s005O effect		12/29/2025 05:41 PM
15	Golden swirl	Bug	New	Normal	动画 ANIMATION 技能效果		12/29/2025 05:41 PM
14	Golden swirl	Bug	New	Normal	技能 技能效果 技能效果 技能效果 技能效果 技能效果 技能效果		12/29/2025 05:41 PM
13	Golden swirl	Bug	New	Normal	Dialog support bg		12/29/2025 05:41 PM
12	Golden swirl	Bug	New	Normal	更新 update		12/29/2025 05:41 PM
11	Golden swirl	Bug	New	Low	lighting strike on random target	Wong Snake	12/29/2025 05:22 PM
9	Golden swirl	Bug	New	Normal	spining blade . keep spawn projectile on play body	Tsang Edward	12/29/2025 05:22 PM
8	Golden swirl	Bug	New	Normal	技能 FIRE AOE	Tsang Edward	12/29/2025 05:22 PM
7	Golden swirl	Bug	New	Normal	技能 技能 GAME	Tsang Edward	12/29/2025 05:22 PM
6	Golden swirl	Bug	New	Normal	技能 PART 技能	Tsang Edward	12/29/2025 05:22 PM
5	Golden swirl	Bug	New	Normal	summoner enemy AI	Wong Snake	12/29/2025 05:22 PM
4	Golden swirl	Bug	New	Normal	blood curse ? debuff - 50% HP +str	Wong Snake	12/29/2025 05:22 PM
3	Golden swirl	Bug	New	Normal	toxic cloud, homing DOT	Wong Snake	12/29/2025 05:22 PM
2	Golden swirl	Bug	New	Normal	chain lighting	Tsang Edward	12/29/2025 05:22 PM