

Bug summary: A short summary of the bug you've found					
Repro Rate:	How often you can reproduce the bug in percent	Severity:	How serious the bug is ranked from A-C A= game crash or progress lost, C = Minor bugs	Component:	What component the bug lies in, Graphics, Mechanics, etc
Area/Level:	Which scene is the bug? Is it the main menu, or on a playable level, etc	Priority:	How important is it that the bug is resolved until the next milestone. Rank from Low to High		
Description:					
A more detailed description of the bug goes here					
Steps to Reproduce:					
Here you write the steps to reproduce the bug					

Here's one filled out by QA					
Bug summary:	Storing blocks doesn't remove the block from the current phase				
Repro Rate:	Every build phase - 100%	Severity:	B	Component:	Projectiles/Stash
Area/Level:	Ingame, during the building phase.	Priority:	High		
Description:					
<p>Shooting blocks into the block "stash" (storing blocks) doesn't remove the block from the level. While it does get saved for the break phase, it will still finish travelling and will continue to interact with the world.</p> <p>You can aim at the opponents planet with a bomb block, shooting through the stash and still causing damage to the opponent. This means that you can attack your opponent with the same bomb block twice, once again during the break phase.</p>					
Steps to Reproduce:					
<p>During the build phase, angle the camera so that your opponent's planet is behind the stash. Shoot any block towards your opponent's planet by clicking somewhere inside the stash. Start break phase and you'll be able to fire the same block again.</p>					