Known bugs and limitations

Bugs:

The angle is inverted in the y-axis

When pausing the game by pressing the home button the game loop stops, but the time per frame continues to continues to count, resulting in that when the game is resumed again, the following update will have a huge tpf.

It is possible to go through walls if the update is too long

It is possible to get stuck in a corner of an obstacle if the update is too long

Limitations:

The back button exits the game instead of taking the player back to the menu as it's supposed to.

The player can't die when colliding with enemies yet.