Bug List

1. AI whale flies off water at some turns
2. AI starts turned around and above water, but quickly rights itself
3. If the host wins in LAN, both players will see the game end screen and go back to the main menu. If the client wins, only the client will see it and the host will be stuck in the race.
4. Multiplayer timers are not perfectly synchronized
5. Players in splitscreen/LAN cannot dive simultaneously
6. Lobby manager may not be cleaned up after repeated games - can break lobby and require a restart to play MP
7. Unity’s LAN functionality may not work on some public networks or if port 7777 is unavailable.
8. Minefield and Shipyard have FPS issues compared to Aduloo on weaker machines
9. Gaps in the ocean are visible on the edges of some map geometry.
10. Taking Aduloo ramp after krill have already been eaten may get you stuck
11. Krill powerups slightly fade out from some view angles and do not respawn
12. Surfacing while rotated upside down may briefly cause strange physics
13. Jumping works underwater