Bugs

There are not many full blown bugs, however there are a few.

* Corner cases in hit detection never worked properly
* Slight camera following player problem where the player will move on screen before the camera updates and follows him, this makes the camera one frame late constantly.
* Enemies falling can get occasionally get stuck on landing
* Not really a bug, more like and unfinished aspect, but enemies only hit detect with the terrain, not with anything else, and the sword only damages you when you use it.

Sources

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