## UserInput

* buttonDown is declared but its value is never read
* keyCodeStates is declared but its value is never read

## DialogueCharacter

* showCharacter() has no parameters or types
* hideCharacter() has no parameters or types

## DeepFakeScreen

* origninal misspelling of original
* deepfakeimage missing camelCase
* differenceButtom1 misspelling of Button
* differenceButtom2 misspelling of Button
* DxOriginal missing camelCase
* DxDeepfake missing camelCase
* Dy missing camelCase
* Dw missing camelCase
* Dh missing camelCase
* checkdiffenence() missing camelCase and is a misspelling of difference

## LostScreen

* dialogeCharacter misspelling of dialogue

## IntroScreen

* currentProfile is Any type and should be specified

## ChatScreen

* Chats missing camelCase