Known Bugs

\*Disclaimer\* this is a list of all bugs known to the Papa John’s Dev team

* When pointing the cursor in certain locations, sometimes the bullet will travel to in a random direction.
  + Unknown why this happens
* When running the program for long periods of time, it takes longer to close
  + Easy fix, just have to dispose
* If you repeatedly press space when the game starts, you will glitch off the map
  + For some reason it ignores the hit detection of the walls
  + Unknown why this happens
* Sometimes you spawn in between multiple enemies and get stuck
  + Easy fix, must create a small area where the player spawns and enemies do not
* Bullets are slightly off target and it also messes with hit detection
  + This is because the hitboxes are not the same shape and bigger than the objects