RoboPr0n – Known Bugs

1. Long hallways give infinite jump
2. Dragon Boss does not die
3. Between levels the map loads twice on the screen
4. Random Punching Sound
5. Axe does not deal damage on the 1st boss
6. Particles sometimes do not despawn
7. Platforms in boss room 2 push the player to the ground randomly
8. Fireball in boss room 2 does not always follow the player
9. Enemies randomly fall through the level