General:

* Ceilings need to be fixed
* Need to start not as the sniper, wasn’t sure how to fix that
* Need to add the direction signs (sam needs to make the texture first)
* If you switch modes while trying to possess, it locks you in the possess animation idle
* Guards sometimes just don’t even fire and walk towards you not doing anything or in their idle animation
* Guards will walk at you firing while not in an animation
* Walking into the sniper model that you left while a sniper destroys the camera, like tornado levels of weird

Room one:

* If you die too early, they are in the spawn location with you and you die repeatedly