Level 2

General:

* A: crosshair and where the bullets go are two different things, THIS NEEDS TO BE FIXED NOW-Steve
* A: I started off in possess mode visually while still being in regular mode. The visual effect seems to be bugged and the modes switch fine, but the visual for possess-Steve

IMPORTANT BELOW, FIX NOW

* A: not sure if this is a real issue, but my mouse isn’t synching to my crosshair when I play, it can still move off-screen which is really annoying-Steve
* B: Walking through doorways pushes the camera super far back for some reason-Steve
* A: shoot animations still don’t play for the enemies-Bryce/Steve
* A: no visual cue for possessing, and can’t seem to even possess people-Steve

Room 1:

* C: a little boring, but not necessarily bad, if we have time I would have liked to spice it up a bit

Hallway 1:

* B: Guys got stuck on hallway in the ground between the hallway and the first room. It happened at the doorway. Also hitting them is a little wonky, specifically around the head or near a wall, probably needs further testing-Steve
* B: Second 2 guys in this hallway don’t do anything except stand around. It required me walking into one to even get the guy to shoot at me-Anthony
* A: since they get stuck at in between hallway and room, the first hallway checkpoint is a deathtrap, would be nice if they left instead of just hanging around-Anthony/Steve

Room 2:

FIX THIS RIGHT NOW GAME BREAKING CAUSES EVERYTHING TO BE IMPOSSIBLE

* A: either this room, or the hallway after it has a broken respawn and you just fall out of the world-Steve

Can’t really test anything else, the aim and respawn issues are keeping me from playing effectively.

**These issues were just from one major bug, which has since been resolved.**