**Bug List**

1. Bread can be picked up even after death (powerup bug)
2. Duck making quacking noise infinitely – fixed finally
3. High Score not showing more than 4 digits (to be fixed)
4. Enemies continued to spawn, even after game over – will follow the player as if game is still in progress
5. Player can continue to move after game over – even though the object is not seen
6. Bread (powerup) flies off screen, but appears again at the same start position, repeatedly
7. Build of game in Unity can stall (about 20 seconds) before game is fulling functioning