List of Known Bugs

Some known bugs in the game are:

* Hit detection glitches
  + The hitboxes don’t line up with the Attack sprites exactly
* Unable to jump when in contact with the enemy
* Stuck in midair when enemy hits you while falling
* Health and MP drain to quickly
* Both the Force and Attack can both be used at the same time allowing the spirit to be shown on the screen twice
* Both Force and Attack can be held to continue their effects during MP Cooldown
  + This was supposed to be fixed but the fix only stops it 50% of the time
* Unable to Jump sometimes