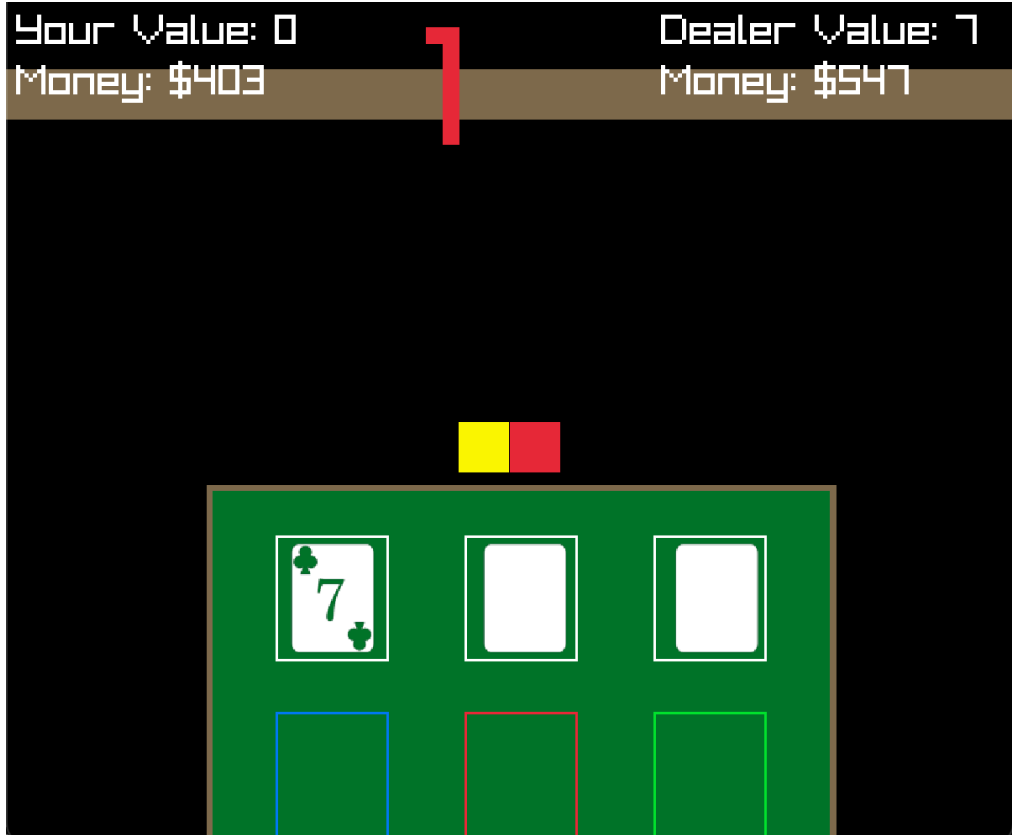


Summary	Player can sometimes pass through the NPC's hitbox
Description	During frame rate drops (notably when the timer is at zero and the scene resets), if the player (red) box is colliding with the NPC (yellow) box, the player moves through the NPC instead of being bounced.
Steps to Reproduce	1. Direct the player to the right side of the NPC 2. Align the player flush with the NPC's box 3. Hold left 4. Continue to hold left as the player is bounced back
Environment	macOS Monterey 12.6.3 MacBook Pro 2015 (Intel) raylib-cpp Build v.5.0.1
Expected Results	The player should bounce the opposite direction upon contact with the NPC box, even during frame drops.
Actual Results	The player passes through the other side of the NPC box during a frame drop.
Notes	May be exacerbated with other CPU/GPU-heavy processes running on the device.
Attachments	 <p>(The red player box aligned to the right of the yellow NPC box right before timer hits zero and a frame drop occurs.)</p>