Known Issues

* Firewalls are not a fan of the executable.
* AI don’t know how to make pizza at the moment!
* AI have invisible jetpacks for when the floor happens to drop at the moment
* If the host of the game leaves the AI forget how to shoot
  + Perhaps they are saddened by the loss of their host?!
    - (Just kidding it’s a current host migration issue)
* Small lag between host and other clients. This leads to some issues with detecting collisions between objects on the host vs on the client.

Should you come across any issues as well I would love to hear them! I have a link to my feedback page here: <https://docs.google.com/forms/d/e/1FAIpQLSddOn4GNeAG8p9xWNaNk5s85S83hHI4uB61H8GnCEp4ii_UAg/viewform>