

ID	Description	Potential Fix	Status
1	Put your issue descriptions here		open
2	Explore them, work on them, fix them		started
3	Let your code be bug-free!		closed
4	Janitor can deposit slimes from far away Caused by vacuum collider technically entering deposit zone	shrink the collider for the slime tanks	closed
5	Janitor will bounce up and down rapidly when running directly at walls	Changed LateUpdate check to use-determined velocity rather than rigidbody-velocity	closed
6	Slimes fuing sprite shows up partially underneath the floor	Reworked slime sprite render heights	closed
7	Slimes fusing will sometimes cause the small sprite to render on top of the larger sprite (possibly fixed by another bugfix)		untested
8	Slimes fusing blue and red will cause slimes to despawn when fused with a third slime		closed
9	When paused the slimes will continue to place sprites and sometimes the sprites are destroyed after unpausing	Something in the the way the slimes place their sprites	closed
10	When the game is restarted it would load the wrong scene	Fix which scene the restart button is connected to	closed
11	Fused slimes jumping will break slimes	disable slime jumping when fused	closed
12	Weird error appearing in console for SlimeG	There was an unintended sript module for attached to the slime	closed
13	Slimes could make the janitor vacuum and sprint when they pressed the correect buttons	make a new input for the janitor	closed
14	Fused slimes getting vacuumed up deletes one of the slimes	force slimes to un-fuse when getting vacuumed	closed
15	When one slime jumps all slimes jump	make unique button inputs for each slime	closed
16	in the pause menu no button is highlited when trying to use any controller	something in Ulmaneger needs to highlight a button when the pause button is pressed	open
17	Restarting game will load the incorrect scene	check scene assignment on restart buttons	closed
18	Hitbox for abducting fused slimes is imprecise. Doesn't hit from some angles	readjust collider for fused slimes	open
19	Cannot abduct slime after a slime is freed		closed
20	Janitor can abduct a slime immediately as it is freed	added a slight cooldown to the abduct ability-immediately after a slime free	closed
21	Janitor sprite clips with back walls when animating		open
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