Kedelaron

List of known bugs: (in no particular order)

1. enemies often get stuck in walls.
2. enemies will sometimes just stop moving because of the anti-clump method.
3. on at least one occasion it just jumps to end screen for the boss, even though we had never made it to the boss.
4. player sometimes, becomes stuck in walls, causing the health bar to move from its position
5. player sometimes, becomes stuck on non-existing objects/ enemies. This probably is resulting from the ai collision check.
6. player is sometimes unable to pick up the key, this is the result of bad hit detection.
7. Doors will appear to be moving left or right a few pixels based off the player movement.
8. Keys will sometimes appear to move, don’t know why they do this.
9. not really a bug but player does not respond to walls the way you would expect. As all movement is killed.
10. Player some times gets stuck in a small hallways with enemies
11. enemies sometimes stop attacking, even if they are right beside the player.