**Bugs list**

1. bunny walking
   1. the walking is fine, adjust the ‘var\_handy’ in draw event
2. figure out splashes mechanics
   1. Sewer monsters don't splash when fall down
   2. flying monsters particles should not turn into a puddle
3. add solids beyond the level endings so monsters wouldn’t fall
4. flying monsters depth should be above -500
5. game play logical flaws
   1. the bunny can just stay in place and go nowhere, give the player some sort of a bonus or better a necessity to go somewhere
   2. What happens with coins when all stages are unlocked?