Working Prototype Known Problems Report "Busters"
Team LFG-BLUE-TEAM, December 3rd

Known bugs:
- The game suffers performance issues (low framerate) on certain machines
- Hitbox for player sprite is slightly too large
- If the game ends from player losing too many lives rapidly, life counter does not have time to update.

Suggested tests:
- Does the player lose a life when hit
- Does enemy die when hit
- Does boss spawn properly
- Does the game end when player gets hit with no lives remaining
- Do powerups work properly
- Does player take a hit when colliding with enemies