**Known Issues**

1. There is still times where the lag will come in.
   1. It seems to be relied on the hardware that one’s has.
      1. This would be memory/ram issues and may be CPU issues.
      2. It will help to only be running the game, but the game does not run that hard on a computer.
   2. Clicking the screen “right” or “left” will stop player movement until there is any mouse movement.
2. Bad square collision marker is not perfectly aligned.
   1. It nothing that is too noticeable, but you cannot always dodge around the top-left corner of a square.
3. Pyinstaller needs to be setup on the same operating system that is planning on being played on.
   1. Like setting up exe file on windows, it will work on the windows operating system, but not on MacOS.
4. Any changes to the directory structure of the “game folder” and the game code will not work properly. (Mainly with opening the manual file)
5. The game file gets blocked by the Microsoft Defender, because of being a unregister application.
   1. We were not able to fix this other than what we suggest in the installation direction.
   2. In short term of research, it would cost money to fix this or it had too many loops we had to jump to make it work and things did not work to fix it.